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VIDEO GAMES

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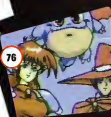
Pebble Beach Golf Links, Worldwide Soccer, Sporting News Baseball, Bass Masters Classic, Head-On Soccer, Slam 'n Jam, Triple Play Baseball, RBI Baseball '95, NBA Jam T.E., Sports Trivia Championship Edition, Toughman Boxing, Super RBI Baseball

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INPUT DONKEY KONG COUNTRY IS THE STAR WARS OF VIDEO GAMES

I did something really stupid the other day. I was on the last level of *Donkey Kong Country* and I was at the last save point. (You gotta love that Candy Kong.) I started to enter the "BARRAL" code to get fifty extra lives and continue on my journey when I accidentally misspelled the word and erased my saved game. My stomach dropped about one hundred feet and my heart sank. All that time wasted. How could I be so stupid?! But then I started thinking. I have been playing this game on and off since Christmas and I'm still playing it five months later. I'd get to a certain point and then start playing some other game, but I always came back to DKC. Why do I go back and replay levels I've already completed? What is it about this game that keeps bringing me back?

There's also a movie that I come

back to again and again. I watch *Star Wars* every few months on video. I first saw it as a kid in 1977 at the movie theater and went back to see it more than ten times. *Star Wars* not only forever changed my childhood, but the movie business itself. The blockbuster movie was born. Never before had people lined up around the block to see a film that played at the theater for over a year. *Star Wars* went on to be the biggest moneymaker of all time. (It has since been surpassed by *E.T.*, then *Jurassic Park.*) At the time, it was a monumental success that continues to reverberate to today, with new movies on the horizon and games that continue to be released like the Super NES *Super Star Wars* series and *Rebel Assault*. We're talking about a movie that's over 20 years old. Not only that, the movie contained a quality of special effects

that had never been seen before.

Now what the heck does this have to do with the phenomenally successful *Donkey Kong Country* video game? *Star Wars* had unbelievable special effects that had never been done up to that time. *Donkey Kong Country* contains unbelievable graphics that no one has ever seen in a video game until now. After *Star Wars*, no one could release a science fiction movie that didn't have special effects with at least the same level of quality. *Donkey Kong Country* is not only a video-game blockbuster, it has raised the level of gamers' expectations. How can any of us still play a game with graphics inferior to *DKC*? Perhaps all this talk about the death of 16-bit gaming has less to do with the 32-bit platforms and more to do with a monkey.

—Chris Gore
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SEPTEMBER 1995

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CIRCLE #103 ON READER SERVICE CARD.

PRESS START



NINTENDO
U L T R A
64™

FROM BEHIND THE SMOKE SCREEN

"It looks like a cross between a Panasonic FZ-1 3DO machine and the tail end of a Corvette." That was the rumor mill's descrip-

tion of the external design of the upcoming Nintendo Ultra 64 game system, and it was not too far off the mark. At a recent Los Angeles press conference, Nintendo announced that the platform's official release date had been pushed



back to April of 1996 for North America and Europe—ostensibly to prepare more software for the rollout—but softened this blow by giving us a peek at a prototype machine. Designed in tandem with Silicon Graphics, Inc. and Rambus, Inc., the Ultra 64 is still planned to be a 64-bit, \$250 workhorse that can move data at the rate of 500 MHz. The Panasonic R•E•A•L comparison came

Here it is: the Nintendo Ultra 64 and a sample cartridge design. VideoG has learned that the NU-64 controllers have already been manufactured, but are not being shown to the press because of their supposedly "revolutionary" design.

about because of the NU-64's rounded corners, and the Corvette reference is derived from the idea that the machine's four controller inputs resemble tail lights. (That's right, four—no special multi-player adapters needed.) It's the first home video game system to feature four controller inputs since Bally's

Astrocade was released in 1977. Yes, cartridges are still Nintendo's storage medium of choice—the top-loading cartridge slot approximates the size and shape of Sega's Genesis cartridge dimensions. The machine's sleek top is also graced by an On/Off switch, a RESET button and a prominent hatch that bears the curious legend, "Memory Expansion."

What about software? It's safe to assume that Donkey Kong/Mario Bros. creator Shigeru Miyamoto will have something up his sleeve for the new system. Other early titles include *Turok: Dinosaur Hunter* from Acclaim, *Monster Dunk* from Mindscape, *Red Baron* from Sierra, *Top Gun* from Spectrum HoloByte, a new version of *Doom* from Williams Entertainment and a GameTek game that's based on the enduring Robotech sci-fi series.

Additionally, LucasArts announced that it has selected the Ultra 64 as the platform on which it will launch a new chapter in the *Star Wars* universe. VIDEOGAMES has learned that the saga in question will be *Shadows of the Empire*, Lucas' new subset of stories and characters based on bounty hunters and smugglers who prowled the galaxy during a time period between the *Star Wars* sequels *The Empire Strikes Back* and *Return of the Jedi*.

With the news that Rare's *Killer Instinct* will be available for the Super NES on August 30th, Nintendo has stated that "...Rare is developing a different version of *Killer Instinct* for release on the Nintendo Ultra 64," all but confirming our suspicions that the coin-op versions of *KJ* and *Cruis'n U.S.A.* never really used Ultra 64 hardware anyway. Just as Sega has confused game enthusiasts by announcing a September release date for the Saturn—which subsequently arrived four months early—so has Nintendo clouded the impending Ultra 64 release by claiming that these two titles were examples of the new hardware at work—never mind the fact that the NU-64 chipset was not finalized until a full year after the release of both *Cruis'n*' and *Killer*.

Those who can't wait until next April will be interested to learn that the NU-64 will be officially unveiled at Nintendo's annual Video Game Exhibition on November 24 in Makuhari, Japan. North American press and retailers will see the new hardware in action at the Winter Consumer Electronic Show on January 5, 1996 in Las Vegas. And if you're a true fanatic who picked up the Japanese Saturn or PlayStation just because they were available for several months prior to the official U.S. release, you'll take comfort in the words of Hiroshi Yamauchi, the President of Nintendo Co., Ltd., who was recently quoted in the Japanese press as having said that the NU-64 could be in stores in Japan by December 1.



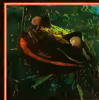
Enteropia



Mindblender



Created by Angel Studios with the same basic chipset as the NU-64, these graphic demos give some indication of the capabilities of the new machine.



Early photos of GameTek's Ultra 64 Robotech game show impressive detail and light source shading.



GO GO POWER MOVIE

Director Bryan Spicer talks about *Mighty Morphin Power Rangers: The Movie*

Bryan Spicer apparently loves directing spunky teenagers. But while the teens in his first major project (the TV show *Parker Lewis Can't Lose*) were spunky only in their outbursts of stodgy authority figures, the teens he worked with in this summer's *Mighty Morphin Power Rangers: The Movie* are spunky in more of a super-human, universe-saving sort of way.

Considering Spicer's experience as a director not of movies but of television, you may be wondering why you should spend your hard-earned cash on a *Power Rangers* movie when you can just watch them on the boob tube for free. "We significantly improved the movie over the television show," Spicer insists. "Our movie is state-of-the-art. We have over 600 optical animation effects. If you were to take



the *Power Rangers* seem bigger and more powerful, but not all that different at their core. "We've kept the main characters and sets, but made them bigger and better," he says. "The control room set in the movie version is about ten times the size of the one on the show, but it still conveys a lot of the same feeling."

Can the *Power Rangers*, who are usually presented to us in manageable half-hour doses, hold fans' attentions for the film's hour-and-a-half length? Spicer doesn't seem worried. "We just had our first big screening, with 400 kids," he explains. "I was reading through some of the response cards they filled out, and there was just an outrageous response. All the kids made it all the way through. In most movies, you have to put a seatbelt on a kid to get them to sit still that long."

Batman the TV series and compare it to the *Batman* movies, that's how much better this is. It's a huge, huge difference."

Luckily for fans of the show, Spicer promises the differences will make

The big-screen *Power Rangers* have only chest logos and a new, little-eris-erised musculature



The *Rangers'* latest nemesis is the slinky intergalactic giant Ivan Ooze

Get ready for a new slew of bizarre evil monsters, including this untested



The movie's big budget allows the *Power Rangers* to finally do some really cool sky-diving stunts

All this, and scantily clad "cosplay" women, too!



GAMES WITH ALTER-EGOS

Like parents who keep changing the name of their baby even after it's born, Sega occasionally has trouble deciding what to call its games. Things get really weird when Sega gives a game two different names—one on the game's packaging and another on its title screen.

Could Sega be a key player in an alien-led conspiracy of world domination through false advertising? Probably not. It's more likely that a game's final packaging is determined by someone who's not at all involved in the game's programming. And a game with a name like *Ban-Arm* might sell better in the United States if it's packaged with the title *Android Assault*. (Still, wouldn't it be neat if that alien-led conspiracy angle was true?)



Is it *Ban-Arm* or *Android Assault*? Sega must have been worried that an android named after a human limb wouldn't sell well in the States.



Is it *Shining Force* or *Shining Force II*? The award-winning Game Gear cart *Sword of Maya* appears to be both.



Is it *Poker Face Paul* or *Poker Faced Paul*? It's the fact that we even noticed the difference a clear sign that we need to get out more?



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Computer Contest. Win a blazing fast Compadyme with Pentium 90 processor, 3 meg. ram, 845 meg. hard drive, CD-ROM, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES, Sega Genesis with CD-ROM and 32X, Panasonic 300, and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sony Play Station, 30 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away!

We're taking **GAMING HEAVEN!**

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: see the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 67% will have the highest score possible across in Phase I, 43% in Phase II, 26% in Phase III, and 22% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

	H					K A M E R A N O W O R D
		E				
P	O	W	E	R	N	
	R					
S						

WORD LIST and LETTER CODE chart

POWER.....N PRESS.....K BLAST.....A WRECK.....P
BREAK.....Z PUNCH.....S SPRAY.....E TURBO.....V
STOMP.....T STAND.....H PRESS.....C DREAM.....I
CRUSH.....O SCORE.....R SLANT.....L CHASE.....P

MYSTERY WORD CLUE

TO CLIP SOMEONE'S SIGN BETWEEN TWO FINGERS AND PRESS.

Yes!

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- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
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SOUNDBOARD



BAT-CONTROVERSY

Dear VideoGames,

I am compelled to respond to Chris Bientek's article entitled "The Amazing Spider-Games" that appeared in your May issue. The article said that Batman would need almost a half-dozen games to even come close to having as many as Spider-Man. I demand a recount! I don't know of every Batman game, but those I do know of I will list using the same system of counting as Chris did for Spider-Man:

- Game Boy—three games
- Sega Genesis—four games
- Super NES—three games
- Sega CD—two games
- Game Gear—one game with one on the way

- Lynx—one game
 - TurboGrafx-16—one game (Japan only)
 - Commodore 64—two games
 - Tiger hand-helds—two games
- That's over 21 games, not including the Batman Forever games and Batman's cameo appearances.

—James R. Lyle
Hopkinsville, KY

Huh? Do the math, James. According to your best estimates, we count a total of 20 games, so where do you get "over 21" from? Move to the point, however, is that your estimate includes Tiger hand-helds, Japanese-only games and computer games. Chris didn't include any of those categories in his Spider-Man estimates. If he had, Spider-Man would still have come out ahead of Batman; for instance, there were indeed Tiger hand-held Spider-Man games, too, and there is also a Spider-Man game for the Super Famicom in Japan which has not been scheduled for release in this country. Rest assured that—after Justice League Task Force and the various Batman Forever games are released—the Dark Knight should be ahead of Spidey in the video-game stakes by year's end.

It's good to know that people like you are keeping us in check, and we're sure the Caped Crusader appreciates your vigilant watch over his reputation in the video-game industry.

THE FUNKY THAT PLAYS TOGETHER...

Dear VG,

My wife and I recently rented a 3DO with John Madden Football, Star Control II and Road Rash. Madden was disappointing, but the other two were excellent, especially

in Surround Sound. We've owned a Genesis for five years and are ready to upgrade. My question is this: Is the Saturn or PlayStation going to offer the three games mentioned above (our favorite games) within the next year, or should we go ahead and buy the 3DO and start enjoying them now? The price has kept it out of our reach so far.

—Sandon Eaves
Irving, TX



Sniff, sniff. It's always so touching to read about marriages based on a mutual addiction to video games. To answer your question, John Madden Football will be available for both the Saturn and the PlayStation, but Road Rash will not. It's possible that Star Control II could eventually be released for either system, but it wouldn't be for a while and nothing is set in stone just yet. Whether or not to buy a 3DO at this stage in your lives is a question only your marriage counselor can answer.

DISSED BY ATARI

Dear VideoGames,

I am looking for replacement joysticks to fit two of my Atari game consoles, the 2600 and the 7800. Atari no longer makes or stocks joysticks for either of these machines. I've found Nintendo and Super Nintendo pistol joysticks, but both of their plugs are different than Atari's. Do you know of any companies or electronic supply houses that may have what I need? I have a fortune invested in game cartridges for both Ataris, and I can't believe the company would stiff its customers like this!

—Andrew Blondo
St. Louis, MO

You can't really blame Atari, Andrew. After all, almost everyone with a 2600 has long since updated systems, and only about 27 people ever even owned the 7800. Obsolescence should be expected in all technology-oriented products (or have you already forgotten Beta format video and 8-track tapes?).

Luckily for you, the solution to your quandary is simple: Today's Sega Genesis controllers use the same pin configuration and work splendidly when plugged into either Atari system. The original Atari 2600 action button is mapped to the Genesis B button. Lots of inexpensive Genesis control pads are available in any toy store, and if you want a joystick, you can get one of those huge tabletop models with arcade-quality microswitches and buttons! Good luck, and say hi to Yur, the Space Invaders and that dot from Adventure for us.

ARTISTE LACKS CONFIDENCE

Dear VideoGames,

I'm a big fan of role-playing games and I've got questions for anyone who can answer them. First, I would like a list of good RPGs for the Super NES. I'm looking for a challenge, and so far the only game that has given me one is Final Fantasy III. Second, I've always wanted to create my own video game. What kind of equipment is used to create role-playing games? P.S: This is a drawing of my favorite character in Final Fantasy III. Please don't laugh at it.

—Chris Myers
Bakerfield, CA

We think the entire Final Fantasy series is pretty cool, but we agree with you that III is the best. Some other Super NES role-playing games you might want to check out are Breath of Fire, Brinlord and Ogre Battle (see our review in this issue's RPG Attack! section.)

Games are programmed on bigger machines and more advanced software than you're likely to get your hands on in the next few years, but if you can handle a lot of computer science and art courses, who knows? You might get a crack at game design one day. You might also consider designing your own paper-and-dice RPG like Dungeons & Dragons before considering any programming endeavors. With any luck you'll have licensees knocking your door down, offering to make video games based on characters

and a universe of your own making! But if, as you say, you expect people to laugh at your drawings, maybe a career as a cartoonist might be a better choice.





BEAUTIFUL POETRY

Dear VideoGames,
Words of Advice:
My writing of violence to people who are concerned
On videogames and kids and what they have learned
Read flowing blood and death is all that they see
True to Killer Instinct, Primal Rage and Mortal Kombat 3
All gamers like the attention given to detail
Like the programmers who design, it's what will sell
Can we teach kids the difference between wrong and right
Or is "Finish him" going to be the end of a real fight?
Mom, give them a break, they're only having fun
Better than killing each other and losing a son
All critics and censors trying to bring it to an end
Take this advice, game violence is the new trend
—Mortal Reader, Michael S. Wyrick
Greensboro, NC

Maya Angelou's got nothing on you, Mike. It's a little unclear if your little poem is pro- or anti-violence. Either way, we're not sure if you should be trusted alone with cutlery.

MORTAL INCONSISTENCIES

Dear VideoGames,
I loved your *Mortal Kombat 3* interview because it dealt with real facts and not stupid rumors like "nudalities" and such nonsense. I don't think anyone would even dare put Sonya naked in a game. I like the robot ninjas, but if you were to decapitate them, wouldn't you see a pool of oil instead of blood?
My next issue deals with warnings on arcade games. *Killer Instinct* occasionally displays this message: "Parental advisory, violence level strong. This game contains selected scenes of violence involving cartoon character in a fantasy setting." I have also seen similar messages on *X-Men* and *Bloodstorm*. With the home rating system in place, are angry senators trying to force the arcade industry to establish a rating system?
—Randy Murphy
Bronx, NY

If you've played a more recent version of MK3 since you wrote this letter, you've probably already seen how Midway replaced the cyber-ninjas' red blood with brown oil. Here's an inconsistency that hasn't been corrected: When Kano finishes the four-armed Shaeva by pulling her skeleton out of her mouth, the skeleton only has two arms. (Guess Kano didn't yank hard enough.)

The arcade industry refused to adhere to the rating system instituted last year by the Interactive Digital Software Association, so it has tried to police itself—and keep senators off its back—by including its own warnings on machines such as the ones you've described. Unfortunately, buying a home game is much different from playing one in the arcades; when you see a sign like that on a coin-op game, it might as well say, "Hey, look at me!"

SAVE THE PLANET

Dear Sir/Madam,
I am doing a class project and was wondering how you recycle waste products and other things? Oh, yeah, could you send me an issue of the *Clay Fighter* game? Thank!

—Brian C. Nickerson
Newburgh, NY

Rest assured that here at VideoGames, we're as concerned about the environment as anyone else. As this picture shows, all of the paper products in our offices are eventually eaten and safely digested by Gabe, our resident ruminant. We would have sent you a copy of the *Clay Fighter* issue you requested, but Gabe ate them all during the lean months of winter. And trust us, you don't want to know what we do with our left-over game cartridges.



Hi, I'm Betty, and I'm here to help you. I will try to answer any and all of your questions, no matter what the subject is. (It's OK, we're not absolutely anything—I'm off you.)
Dear Betty

What's the deal? I've been writing to *Dear Betty* every month since December, but your column hasn't been in the magazine! What's up? I've been trying to figure out the deal on this problem for hours. I'm 13, so I can't ask you what new system to get. I've seen ads for the Sega and PlayStation—and heard about the Ultra 64—and I'm pretty confused. They all say they're number one, but they're all hype. What's the real deal? You'd pretty up, okay, what do you think?

—Mary Sue
Lynnville, LA

You think I'm hip? Thanks! It's cool to know that my opinion actually matters to some people. And if you approve, I've seen a lot of games for both the PlayStation and the Saturn, and so far so far, I've seen... I like them both a lot. Toh Shien Don and Tekken for the PlayStation and fighting games that I could play forever and *Flower Dragon* for the Saturn is a treat for the eyes. I haven't played any Ultra 64 games, but I'm looking forward to it. Hey, I'm in the same situation as you are. All the stores are out of stock, even if I don't know which one to get.

Dear Betty,

I'm a girl gamer just like you, but the question is: about video games. I'm 14 years old and usually go to school in my English class. I like to read and I'm thinking about age do you think someone should be before they go out with somebody?

—Lisa
5 Coon, MD

Thanks for trusting me in. Well, you, yourself, it wouldn't give you any bad advice. It's not a bad idea, so you're young to start going out with boys. You stop it a little, well, until you turn 18 then before you start making love, it's like that in your life. Trust me, you'll find that you can make a lot of difference. You'll be a lot older, so I hope and wish for all the boys that you try to stay on you. Well, back and let me how it goes!

Dear Betty,

Have you ever had insomnia? I'm sure you know what it is, but let me explain it to your readers. My recent happenings when I have trouble going to sleep. I've got it and it sucks. At least once or twice I'm up in the middle of the night to drink tea. I can't fall back to sleep until 11 and most will turn all night. When I get up, it's morning. I feel like because I only got two hours of sleep out of eight, my headache funk I'm just say when I come into class all day and my math teacher. I've been going to school every day, so the book says my sleep needs to be eight. I just can't sleep. Betty, how can I get out of the problem and get my Nintendo back?

—Lisa Pety, 14
Arlington, VA

Good, tough problem. I've got it. I hope you had some fun, so we can be and how it feels. You can't sleep, but you can't sleep the day you do and look at you. The only I do is... that passage into dreaming.

- 1) Drink a cup of tea with some honey and see if it helps. I know you had trouble sleeping, so you can try it.
- 2) Count sheep. It actually works.
- 3) Watch the new season of Saturday Night Live. It's a lot of fun.
- 4) Read other game magazines. Put 'em right in your next like, daddy-o.

Here's a special note to you: you do like *Clay Fighter*, right? Well, you send me more letters, and I'll get a copy of it. I'll be in the Tracks, but hardly any for *Clay Fighter*. What's the deal? I'm sorry if you want more *Dear Betty*, then do I'm reading a book before.

ARCADE STICKS FOR 32-BIT SYSTEMS

Sony's PlayStation and Sega's Saturn will do a darned good job of creating arcade-style graphics and sound in the home, but those who prefer an authentic arcade-style feel might be underwhelmed by the systems' small-buttoned, handheld controllers. For these deprecimating players, Hori has created the Fighting Stick PS (for PlayStation owners) and the Fighting Stick SS (for Saturn owners).

Though their color schemes and button icons may differ, each of the two models of Fighting Stick control panels consists of a joystick and eight buttons and is constructed from the same heavy-duty parts as its arcade cousins. The full-size joystick has that wonderful clicking feel that only durable microswitches can provide, and each button has a 24-shots-per-second rapid fire option that can be individually turned on or off at any point during gameplay. (Depending on the game and the level of challenge you're looking for, this on/off customizing can prove

to be an invaluable method of cheating.)

Perhaps most importantly, the controls are set into a sturdy, rubber-footed unit. Constructed out of metal panels and tough molded plastic, these suckers are way heavy, providing a stability rarely felt on home control decks. The result is a true-to-life arcade feel—especially on fighting games like *Virtua Fighter* and *Tekken*, where insane pounding of the joystick and buttons can be the key to success.

Overall, the Fighting Sticks provide an impressive control alternative for those brutal players whose hand-held joypads are constantly in danger of snapping in half or being crushed into dust. Hori was even classy enough to prominently feature the Saturn and PlayStation logos in the center of each unit. Look for them to appear at your local video game dealership as soon as the Saturn and PlayStation are released.



Romper Room Stomper!: Godzilla Wars Jr.

One of the oddest things at the recent ACGE Arcade Expo wasn't even a video game—but it did run on tokens. *Godzilla Wars Jr.* is a pint-sized arcade redemption machine from Namco designed to entertain little kids while their big brothers and sisters pound quarters into grown-up games.

The object of the game is to shoot six ping-pong balls down a fat baby Godzilla's throat before time runs out. This task is semi-difficult due to the fact that you can't aim your "cannon" and because the little green guy waddles from side to side, opening and closing his plastic mouth as he roars his terrible roar. If you manage to stop Godzilla and save the city, you win tickets that you can exchange for useless junk! (And what could be more fun than that?)

The brightly-colored game looks really nifty—there's even a cartoon drawing of a super-deformed baby Ghidra in the background—but the best part about *Godzilla Wars Jr.* is how it sounds. After hearing a terrified Japanese man scream "Godzilla is coming!" players are treated to actual sound effects and bombastic orchestra music from the original *Godzilla* movies.

Of course, if you've ever seen a *Godzilla* movie, you know he's usually portrayed as being a lot bigger, tougher and, well, less cute than he is here, but that's what makes the game so ridiculously spunky and original. And while anyone with experience playing video games will have no problem winning *Godzilla Wars Jr.*, preschoolers and grandparents, at least, should find it to be an engaging test of their dexterity.



FOR HIGH FLYIN'
HARE RAISIN'
HI-JINX



LOONEY TUNES B-Ball

Watch for the wackiest roundball game ever! Looney Tunes B-Ball features everyone's favorite "crazy wabbit" playing two-on-two with Taz, Sylvester & the whole Looney Tunes bunch! Choose four player slam dunkin' regulation action or crank up the Wacky Meter and watch the ball turn into a cream pie or a time bomb! So don't drop the ball...it just might explode! "That's all, folks!"

SUPER NES®

Call 1-800-771-3772 for information on game ratings.

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THE GORESCOPE

Industry News You Can Trust

Well, the big show's over and it was kind of depressing. It was a little like asking for one present that you really wanted for Christmas and, after opening all of your gifts, discovering that the one thing that you really wanted wasn't there. Of course I'm talking about Ultra 64. Sure, Nintendo treated us to a new slick Ultra logo and a totally picture of the hardware, but where are the games?

SEGA'S SURPRISE

Yes, there is a giant mistake in the June issues of all of the video game magazines, including ours. The September 2nd release date of the Sega Saturn was false. Sega fed this info to the starved press in order to fool their competition (namely Sony), with every intention of releasing the system at the E! show. Billboards, banners, posters and roving Coca-Cola trucks had "Sega Saturn" splashed all over them in Los Angeles. The Saturn was in Toys R Us, Electronics Boutique, Software Etc. and other stores on the date. The price came in at \$399, as everyone expected (That annoying price of the yen!). Internally, Sega planned their video game roll-out in a coup d'etat fashion. In much the same way that Michael Corleone callously planned the deaths of the heads of the five families in New York city while he was in church, Sega planned to mislead the press and roll out early. One Sega employee said that they were "lighting for their lives." Apparently only a few within Sega were even entrusted with the roll-out info and those that were in on the plan were told that they would be "fired if they said a word. I guess all's fair in games and platform wars."

SEGA SATURN SECRETS

Have you seen those nifty Sega Saturn television commercials with that bald woman that looks like the alien from Star Trek. The Motion Picture? If you have a TV set that has a "SAP" (Second Audio Program) function, switch over to it. In SAP mode the commercials give away game tips and tricks on the second audio track! Look for a full round-up of Sega Saturn cheats in next issue.

SONY PLAYSTATION OFFICIALLY PRICED AT \$299. LAUNCHES ON SEPTEMBER 9TH

Sega surprised the industry and Sony replied like a true gaming warrior. Their mega-powerful PlayStation will be priced \$100 less than Sega Saturn. The system,

however, will not contain a pack-in game but will have a sampler disc with playable levels from four hot titles. Sony will roll out the system on September 9th with a huge national advertising campaign targeting twentysomethings and Gen X-ers. God, I hate that term.

ATARI JAGUAR PLODS ALONG

With software being released at a snail's pace you would think that no one would care about the Atari booth at E! You're right. But strategically speaking, Atari execs cynically point out that only 4% of households with game systems will pay pay over \$300 for a game box. Thus, their 64-bit Jaguar will be the clear winner based simply on their lower price point. The new packaging looks hot and packs in Doom. The Jaguar VR helmet that they debuted at the show was okay, though it wasn't running off of a Jaguar system but an arcade architecture. We are now being told that the Jaguar CD "will ship this Christmas." What's that old saying about the check is in the mail? Yeah, we'll believe it when we see it. The point about the lower price may actually work in their favor. It would be the resurrection of the decade if Atari came back to own the industry but anything is possible. But hey guys, how about focusing on releasing good software instead of all these peripherals?

3DO 64-BIT LOOKS HOT

3DO visionary Trip Hawkins revealed the 64-bit M2 accelerator to the industry to gasps and then applause. Clearly, the demonstration changed a lot of minds about the viability of the 3DO platform. The demo included game footage of a hovercraft sailing through a Blade Runner-like city. The next title was a first-person, 3-D game so real, you would swear you were walking in a haunted mansion. This game demo ended with an alien creature leaping toward the person and exploding with a lesser blast. 3DO has a hot lineup of new games and Goldstar is now offering a \$50 rebate for those ready to invest in the platform. Goldstar is also planning a portable 3DO that looks something like a Sony Dieman with a flip-top TV screen. The 64-bit M2 has a completely new hardware design that resembles Sony's PlayStation, only much cooler. The new control pad is so hot they are keeping it under wraps until the system's release. 3DO's new deal with Williams for arcade hits like Mortal Kombat 3 and NBA JAM means that this horse race is really heating up.

NINTENDO ANNOUNCES HOT SNES RELEASES AND VIRTUAL BOY DETAILS

Yes, as previously reported in *The Gore Scope*, the Rare/Nintendo/Midway arcade hit *Killer Instinct* is coming to the Super Nintendo and Game Boy. The cost will be \$75 and some will pack in a bonus CD soundtrack. The SNES version will be out on August 30 with the Game Boy edition on sale in November. *Donkey Kong Country 2* looks awesome and will be \$70 and hit shelves in November, just in time for Christmas. As for the Virtual Boy, the system will be in stores on August 14th and cost \$179. Is that really worth it for a one-color 3-D game system? Look for true 3-D photos in *VocoGAMES* (using a technique we cannot reveal) in an upcoming issue. As for Ultra 64 news, turn to Press Start on page 10 for the whole story.

E! NEWS AND RUMORS

Yes, here's the truth—and a few things we'll have to look into later.

- Sony may ship the PlayStation before their announced September 9th date as they fear that Sega may take an early lead in the war.
- 3DO is talking to Sega about licensing their 64-bit M2 technology so that it will plug into the Sega Saturn. Effectively, this would mean that 3DO and Sega Saturn games would merge at the 64-bit level.
- Ultra 64 will be released December 1st in Japan after it is officially unveiled at the Shoshinkai show. Then the system will launch on April 1st in the U.S.

E! SHOW QUOTES: We overheard a lot of strange stuff at the show and here's a taste: "32X is to Sega as Virtual Boy is to Nintendo." "I've loved video games from Pong to Zelda from Nintendo." (Jim Davis uttered these words at a press conference to announce his new Garfield game from Sega. Tom Kalinskie could be seen to mouth the word, "Oooops?") "Jaguar VR really stands for vomit reality." "I wish Sony would turn the music up at their booth." "I actually saw Ed open his wallet. George Washington was blinded by the light." "I'd sure like to take one of those Bat-girls for a ride." (Overheard at the Acclaim booth.)

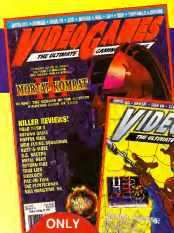
Sega has fired the first shot in the platform wars and it's only going to get more interesting from here. See you next ish!

—Chris Gore
Editor-in-Chief

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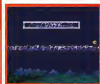
TIPS & TRICKS

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at VideoGAMES, Attn: Tips & Tricks, 8121 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES of Genesis, courtesy of STD Entertainment!



LEVEL SELECT

To skip to any stage of this action-packed adventure, simply enter the code **LV DYK** at the password screen. Next, highlight **END** and return to the title screen. With the cursor on "One Player" at the Game Select screen, press and hold **Left** on the D-pad, and hold the **L** and **R** buttons on top of the controller. While holding those three buttons down, hit the **START** button. You'll be sent to a top-secret stage-select menu! Use the **L**, **R**, **X** and **Y** buttons to choose the number of your starting stage; if you like, you can even warp to Stage 51 and fight the final boss!



Enter the password **LV DYK**.



Highlight "One Player," hold **L+R+Left** and press **START**.



Use the **L**, **R**, **X** and **Y** buttons to change the number of your starting stage.



Play away. Do you think you'll sink or swim?



Are you still having trouble with your favorite game? Well, Videogames doesn't give out tips over the phone—but here is a list of people who do.

Nintendo of America Inc.
(800) 805-PLAY
 Monday through Saturday—9 a.m. to midnight (Pacific Standard Time)
 Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST: Standard long distance rates for a seven-minute call setup.
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc.
(415) 501-PLAY
HOURS: 9 a.m. to 4 p.m. (Pacific Standard Time) seven days a week
COST: Standard long distance rates to Redwood City, California, apply.
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.
(908) 737-ATARI
HOURS: 24 hours a day, 7 days a week
COST: long distance rates.
TIPS: Atari's Game Line offers Touch Tone menu-aided recorded messages of tips and strategies for recent Atari games from licensed developers.

Turbo Technology Inc.
(310) 337-6916
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST: Standard long distance rates to Los Angeles, California, apply.
TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts
(908) 288-HINT
HOURS: 24 hours a day, seven days a week
COST: 35¢ for the first minute, 75¢ each additional minute.
TIPS: Recorded messages—available by name and password—for Electronic Arts games; game counselors may also be available during normal business hours.

U.S. Gold (Flashback GameLine)
(908) 288-GAME
HOURS: 24 hours a day, seven days a week
COST: 85¢ per minute.
TIPS: Touch-Tone menus of recorded messages—dialing 35 to 80¢—available for U.S. Gold's Flashback for the Genesis and Super NES.

Data East
(908) 4545-HELP
HOURS: 24 hours a day, seven days a week for recorded messages or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for sparse game counselor assistance.
COST: 60¢ for the first minute, 75¢ each additional minute.
TIPS: TIPS 310: Strategies for other Data East titles for the Game Boy; available for many other Data East titles.

BY GEOFF HIGGINS, TYRONE RODRIGUEZ AND ZACH MESTON



99 LIVES

During the game, press **START** to pause. Then press **Down+C** simultaneously, **Up, Left, Up, Right, Right** and **C**. You'll hear a sound effect to confirm that you have entered the code correctly. Now you have 99 lives!



Press **START** to pause, then press **Down+C**, **Up, Left, Up, Right, Right, C**.



DINO-SIZED CODES

At the Mission Select screen, press **L, L, L, R, R, R, L, L, R, R, L, R, L, L, R, R, L, L, L, R, R, R**. Now you will have infinite continues.



Press **L, L, L, R, R, R, L, L, R, R, L, L, R, R, L, L, R, R, L, L, R, R, R**.



You now have infinite continues!



LEVEL CODES

With these codes, you can skip to any level you want. First, go to the map and locate the Exit Bay, then drive to it and enter. When in the Exit Bay, you can use the password option to enter these level-skip codes:

The Park: 98645782 Old Kemo: 89962254
The Projects: 54185654 The Wharf: 92146125



Press **X** and bring up the map.



Cruise in and enter a password to skip stages.

GAME GENIE CODES

Codes for use with Select's Game Genie Video Game Enhancers

X-MEN 2: CLONE WARS



999-9999—Infinite ability
AURA-A4E9—Start with eight lives
AB7B-WLDN—Wave me help more from local

FATAL FURY SPECIAL

Super NES

C210-706F—infinite time

DANNY SULLIVAN'S INDI HEAT



81ZEL80VS—infinite turbo
8VKLTD00—Everything costs how much you have
OUVZAX00—Don't take damage in the first

TOMI

AEKYKZE—Start with nine lives
ERSEYEVG—infinite energy
AARVYPR—infinite time
PECPILAA—When your weapon just out of ammo, it's replaced by a double weapon

KICKMASTER

IAXS0LLA—Start with five lives
EEVYEIAG—Start with twice as much energy
AAGSOVBL—Don't flash after getting hit
SUELDSP—infinite health

AAA BATTLECORPS TRIP-TICK

In *Battlecorps*, if you pause the game and enter **B, A, B, A, Right, A, C, Up, START**, you will get a map of the area you are in.



Press **START** to pause the game.



Press **B, A, B, A, Right, A, C, Up, START**. Now you have a map.



Secret Dungeon

Hidden under a tree in the land of Oasis is a 100-level dungeon. Each level is a room occupied by as many as eight or nine monsters. Every ten levels you clear, you'll get a special item of substantial power, e.g. an elemental summoning device, Toadstool, etc. You cannot use any items or elemental powers while inside, but you can leave whenever you want.



The tree is located where the red marker is.



Enter the dungeon from the north side of the tree.



See if you can get all the way to the 100th floor.

Special Moves

Along with the basic set of attacks that you can use in *Beyond Oasis*, there are three "super" moves that will help you dispose of the enemy more readily. The first move is the Grand Attack in which you sweep your sword in a huge arc, devastating all of the enemies surrounding you. The next move is called the Flip Slash, a forward flip after which you bring your sword down on an opponent. The last move is the Flash Stab, which will produce multiple hits that will leave the enemy greatly weakened.



Grand Spin

Hold **B**, rotate the D-pad clockwise and release **B**.



Flip Slash

Hold **B**, press **Forward, Back, Forward** and release **B**.



Flash Stab

Forward, Forward, Forward, B



Press **X, A, B, A, Left, A**; you'll hear a chime.

To play as the Dali Llama, wait for the title screen to pop up and when it does, press **X, A, B, A, Left, A** in sequence on Controller 1. If the code works, you'll hear a chime. Go to the character selection screen and you'll be able to choose the Dali Llama as a playable character!



Now you can choose the Dali Llama and whoop some butt!

BOSS CODE!

Stage Passwords



You may be having a tough time getting to the desired stages in pyro-boy's latest adventure. Here are the necessary codes to get you out of that rut. Boom!

If you're having trouble with a certain level after your death, go to an already-completed level and power up. The third stage in the Jammmin' Jungle is a great spot to try this method out.

AREA 1

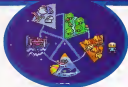
JAMMIN' JUNGLE



Stage 2: 6800
Stage 3: 5120
Boss: 7420

AREA 2

VEEEN' VOLCANO



Stage 1: 4501
Stage 2: 8111
Stage 3: 7421
Stage 4: 1051
Boss: 3351

AREA 3

SLOOOO'D SEA



Stage 1: 4502
Stage 2: 8112
Stage 3: 7422
Stage 4: 1052
Boss: 3352

AREA 4

CRUISEIN' CASTLE



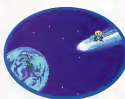
Stage 1: 6803
Stage 2: 0513
Stage 3: 9723
Stage 4: 3353
Boss: 5653

AREA 5

THRUSTIN' ZUMBA



Stage 1: 8114
Stage 2: 2814
Stage 3: 1134
Stage 4: 5654
Boss: 7954



Cruisin' Comet
Final Stage: 0515

REPLAY Codes

For Use With Dat's Fun Action Replay Game Besting C-Tridges

BIGER NICE FROM NAME
Super NES



7517-4500—Unlocked enemy
7517-0200—Unlocked 0-0
7517-0200—Unlocked 0-0
7517-0200—Unlocked 0-0

SUPER STAR WARS: RETURN OF THE JEDI

Super NES

7500-0000—Unlocked credits
7500-2E7F—Unlocked boss
7500-0000—Unlocked bonus
7500-AG00—Need no speaker when
7510-0000—Need no to lighter
7500-AC10—Unlocked enemy
for Millennium Falcon
7500-AD00—Unlocked planet
7500-0A00—Unlocked speed
7501-0200—Weapon select replaces 0-0

THE INCREDIBLE HULK

Genesis



FF00-0000—Unlocks lives
FF00-0000—Unlocked all the time
FF00-0000—When transformed,
you get infinite gas!

MAXIMUM CARRAGE

Genesis



FF7F-0000—Level select repairs
all floors

- 02 New York Street
- 04 Climb
- 06 Rooftop
- 09 Alleyway
- 0A The Hotel
- 0C The Chase
- 0E Town Square
- 0F San Francisco
- 09 Central Park
- 14 New York Street 2
- 16 The Deep
- 18 Postcard Four H.Q.
- 1A Postcard Fair Lab
- 1C Rooftop 2
- 1E Prospect Park
- 20 Prospect Park 2
- 22 Police Station
- 26 Manhattan Rooftop
- 2A Statue of Liberty
- 2C Manhattan Street 1
- 2E Manhattan Street 2
- 32 The End
- 34 Rusted Sigs Horse
- 36 Secret Room
- 38 Secret Room
- 3A Secret Room
- 3E Secret Room
- 40 Secret Room

SYLVESTER & TWEEY

Genesis

FF00-0000—Unlocked lives
FFF-0000—Unlocked Time

KASUMI NINJA DEATH MOVES



The following is a list of moves for the eight characters in *Kasumi Ninja*. All moves are from the right side and must be done while holding down the C button (with the exception of the throws). You should also be standing close to your opponent when executing the Death Moves except for Danja, who must be standing far away.

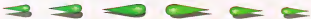


Death Move
Right, Left, Right, B

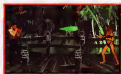


Goth Hammer
Right, Up

- Throw
Left + B
- Power Slide
Move the D-pad counter-clockwise from Left to Right
- Exploding Bamboo Stick
Move the D-Pad clockwise from Down to Up



Death Move
Right, Left, Right, A



Fireball
Left, Right, Right

- Hammer Kick
Left, Up
- Knee Slam
Right, Right, B
- Throw
Left + A



Death Move
Right, Left, Down



Caber Toss
Down, Up

- Great Ball of Fire
Move the D-pad clockwise from Left to Right
- Glasgow Kiss
Down, Right
- Throw
Right + A



Death Move
Up, Up, Left



Exploding Boles
Left, Left, Left, Right

- Side Teleport
Down, Up, Up
- Throw
Left + A



SENJU



Death Move
Up, Down



Whirlwind Kick
Left, Left, Right, Right

- Ninja Fireball: Move the D-pad counterclockwise from **Left to Right**
- Ninja Teleport
Up, Up
- Throw
Left + A



HAIKUN



Death Move
Left, Up



Ninja Fireball
Move the D-Pad counterclockwise from **Left to Right**

- Ninja Teleport
Up, Up
- Whirlwind Kick
Left, Left, Right, Right
- Throw
Left + B



POKAWA



Death Move
Right, Down, Right, Left, Up, Down



Head Butt
Right, Right, Right

- Buffalo Stamp
Left, Up, Up
- Eagle Claw
Move the D-pad counterclockwise from **Left to Right**
- Throw
Left + B



THUNDER

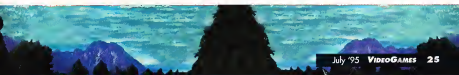


Death Move
Up, Up, Right



Jungle Lunge
Left, Right, Right

- Teleport
Down, Up
- Grab Punch
Right, Right, Right
- Throw
Left + A



Special ATTACKS



1. So-Chuusai: Back+Punch
2. Chuugeki: Forward+Punch
3. Uramonochochu: Forward, Forward+Punch
4. Chuusai: Punch
5. Housai: Down+Punch
6. Close Punch:
(at close range) Down-Forward+Punch
7. Hachimon Kaada: Punch, Punch
8. Kansai Tai: Punch, Kick
9. Mouko Kohazan:
- Hold Down, then Forward and Punch

10. Testuzanko:
Back, Forward, Forward+Punch+Kick
11. Yu-Shyoutai: Forward+Kick
12. Shyoutai: Kick
13. Youzentai: Down+Kick
14. Sokutai: Down-Forward+Kick
15. Renkan Tai Single: Forward, Forward+Kick
16. Renkan Tai Double:
Forward, Forward+Kick, Kick



1. Tai Ken: Back+Punch
2. Chuu Ken: Punch
3. Sauchuu Ken: Down+Punch
4. Renchou: Punch, Punch
5. Raigekashou: Punch, Punch, Punch
6. Renkentai: Punch, Kick
7. Soukansenputai: Punch, Punch, Kick
8. Renkan Tenjin Kyaku:
Punch, Punch, Punch, Kick
9. Renkan Tenjin Soukyaku:
Punch, Punch, Punch, Down+Kick

10. Renkan Hai Tankyaku:
Punch, Punch, Punch, Up-Away+Kick
11. Sentai: Kick
12. Sensai Tai: Down+Kick
13. Tatou Senkyaku: Kick
(while standing up from a crouched position)
14. Senchuu Tai: Down-Forward+Kick
15. Senpuga: Kick+Block
16. Enssashuku: Kick+Block (while crouching)
17. Back Flip: Tap Up-Away (up to three times)
18. Hattentai: Up-Away+Kick
(can be combined with Back Flip)



1. Sou Ken: Back+Punch
2. Chuugeki: Forward+Punch
3. Chuu Ken: Punch
4. Sauchuu Ken: Down+Punch
5. Zensou Ken: Tap Down-Forward+Punch
6. Kosou Ken: Down-Forward+Punch
7. Renchou: Punch, Punch
8. Renkashou: Punch, Punch, Punch
9. Rang Renkashou:
Down-Forward+Punch, Punch, Punch
10. Sou Renkashou:
Tap Down-Forward+Punch, Punch, Punch
11. Renkentai: Punch, Kick
12. Renkenai Kyaku: Punch, Punch, Kick

13. RenkanTenjin Kyaku:
Punch, Punch, Punch, Kick
14. RenkanTenjin Soukyaku:
Punch, Punch, Punch, Down+Kick
15. Renkan Hai Tankyaku:
Punch, Punch, Punch, Up-Away+Kick
16. Tatou Senkyaku: Kick
(while standing up from a crouched position)
17. Katsumentai: Kick
18. Sensai Tai: Down+Kick
19. Senchuu Tai: Down-Forward+Kick
20. Senpuga: Block+Kick
21. Enssashuku: Block+Kick (while crouching)
22. Back Flip: Tap Up-Away (up to three times)
23. Hattentai: Up-Away+Kick



1. Stationary Hammer: Back+Punch
2. Straight Hammer: Punch
3. Low Hammer: Down+Punch
4. Sonic Upper Punch: Down-Forward+Punch
5. Axe Lariat: Forward, Forward+Punch
6. Shoulder Attack: Back, Forward+Punch
7. Jab with Straight: Punch, Punch
8. Jab with Straight and Sonic Upper Punch:
Punch, Punch, Punch

9. Hammer Kick: Punch, Kick
10. High Kick: Kick
11. Lunge Kick: Hold Forward+Kick
12. Low Smash: Down+Kick
13. Facelift Kick: Down-Forward+Kick
14. Knee Smash: Forward+Kick



Since it's a great idea to be simplistic, it's likely one of the most sophisticated fighting games ever released. To this day, many players are finding new attacks for the original arcade game. To meet those of you who are new Saturn owners, we've compiled a list of the basic punch and kick attacks. Look to the September issue of *TIPS & TRICKS* magazine for a comprehensive moves list including hopping attacks, leaping attacks, close attacks and much more.

1. Knuckle Attack: **Back+Punch**
2. Low Elbow: **Forward, Forward+Punch**
3. Low Elbow with Upper Punch: **Forward, Forward+Punch, Punch**
4. Straight Knuckle: **Punch**
5. Low Knuckle: **Down+Punch**
6. Upper Punch: **Hold Down+Forward+Punch**
7. Double Upper: Tap and hold **Down+Forward+Punch, Punch**
8. Double Knuckle: **Punch, Punch**
9. Double Knuckle with Upper: **Punch, Punch, Punch**

10. Elbow with Double-Fisted Slam: **Forward, Back+Punch**
11. Knuckle Kick: **Punch, Kick**
12. Toe Kick with Doubled-Fisted Slam: **Tap Down+Kick, (immediately) Punch**
13. Uppercut Kick: **Kick**
14. Lunging Kick: **Hold Forward+Kick**
15. Vertical Kick: **Down+Kick**
16. Side Kick: **Down+Forward+Kick**
17. Knee Smash: **Forward+Kick**
18. Toe Kick: **Tap Down+Kick**



1. Straight Punch: **Back+Punch**
2. Charge: **Forward+Punch**
3. Dairi: **Punch**
4. Juzu Dan: **Down+Punch**
5. Reshou: **Punch, Punch**
6. Raigekisho: **Punch, Punch, Punch**
7. Hagane: **Punch, Kick**
8. Renshuukyaku: **Punch, Punch, Kick**
9. Renkatsutan Kyaku: **Punch, Punch, Punch, Kick**
10. Renkan Hai Tenkyaku: **Punch, Punch, Punch, Up-Away+Kick**
11. Tsukikawashim Kick
12. Surger: **Down+Kick**
13. Neki Gen: **Down+Forward+Kick**
14. Flying Knee Smash: **Hold Down, then Forward+Kick**
15. Back Flip: **Tap Up-Away (up to three times)**

16. Flying Flip Kick: **Up-Away+Kick (can be combined with Back Flip)**
17. Short Flip Kick: **Back, Back+Kick**
18. Low Side Forward: **Forward+Kick**
19. Offensive Roll with Kick: **Back, Down+Back, Down, Down+Forward, Forward+Kick**
20. Reverse Offensive Roll: **Forward, Down+Forward, Down, Down+Back, Back+Kick**
21. Offensive Roll: **Back, Down+Back, Down, Down+Forward, Forward**
22. Defensive Roll: **Forward, Down+Forward, Down, Down+Back, Back**
23. Retsuyu Hisho Kyaku: **Forward, Forward+Block+Punch+Kick**



1. Straight Jab: **Back+Punch**
2. Straight Lead: **Punch**
3. Elbow Attack: **Forward+Punch**
4. Squat Straight: **Down+Punch**
5. Jab with Straight: **Punch, Punch**
6. Jab with Straight (Strong): **Punch, Punch, Punch**
7. Punch with High Kick: **Punch, Kick**
8. Punch with Side Kick: **Punch, Down+Kick**
9. Double Punch with Snap Kick: **Punch, Punch, Kick**
10. Triple Punch with High Snap Knee: **Punch, Punch, Kick**
11. Triple Punch with Somersault Kick: **Punch, Punch, Punch, Up-Away+Kick**
12. Triple Punch with Side Kick: **Punch, Punch, Punch, Down+Kick**

13. Elbow with Snap Knee: **Forward (hold)+Punch then Kick**
14. Roundhouse with Jab: **Kick, Punch**
15. Vertical Hook Kick: **Kick**
16. Face Kick: **Tap Down+Forward+Kick**
17. Low Kick: **Down+Kick**
18. Medium Kick: **Hold Down+Forward+Kick**
19. Double High Kick: **Down+Forward+Kick, Kick**
20. Triple High Kick: **Down+Forward+Kick, Kick, then Kick again**
21. Front Kick: **Tap Down+Kick**
22. Front Kick with Snap Kick: **Tap Down+Kick, Kick**
23. Quick Knee: **Forward+Kick**



1. Spinning Back Fist: **Back+Punch**
2. Double Back Fist: **Back (hold)+Punch, Punch**
3. Straight Lead: **Punch**
4. Double Back Fist with Roundhouse Kick: **Back (hold)+Punch, then Kick**
5. Elbow Attack: **Forward+Punch**
6. Squat Straight: **Down+Punch**
7. Jab with Straight: **Punch, Punch**
8. Jab with Strong Straight: **Punch, Punch, Punch**
9. Punch with High Kick: **Punch, Kick**
10. Punch with Side Kick: **Punch, Down+Kick**
11. Double Punch with Snap Kick: **Punch, Punch, Kick**
12. Triple Punch with High Snap Knee: **Punch, Punch, Kick**
13. Triple Punch with Somersault Kick: **Punch, Punch, Punch, Up-Away+Kick**

14. Triple Punch with Low Roundhouse: **Punch, Punch, Punch, Down+Kick**
15. Double Hook Kick: **Kick, Kick**
16. Vertical Hook Kick: **Kick**
17. Grand Roundhouse: **Block+Kick**
18. Low Grand Roundhouse: **Down+Block+Kick**
19. Low Kick: **Down+Kick**
20. Medium Kick: **Down+Forward+Kick**
21. Quick Knee: **Forward+Kick**
22. Low Snap Knee: **Forward, Forward+Kick**
23. High Snap Knee: **Down, Forward+Kick**
24. Double Snap Knee: **Forward+Kick, then Down+Forward+Kick**



Connecticut

Alabama

Cincinnati

Michigan St.

Illinois

Maryland

Duke

Georgia

UNLV

Louisville

Oklahoma St.

Kansas

Wake Forest

LSU

Indiana

Florida

Georgia Tech

Michigan

Missouri

Virginia

Hm m m

m m m

m m m m.

What will

in derella

be

wearing to the

Big

Outlawed in the pros, sure, but
in Collegeville the glass comes out
when you
throw down.



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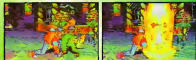
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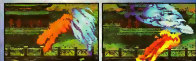
Magic moves are special moves that can only be performed when you are depleted of most of your energy. To execute one of these moves, your health bar must be flashing.

Terry Bogard



Power Gaze: ↓ ↙ ← ↘ →, C + D

Andy Bogard



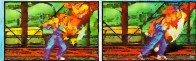
Special Reppadan: ↓ briefly, then ↘ →, C + D

Joe Higashi



Serer Upper: → ← ↙ ↓ ↘, C + D

Franco Bask



Harnagedon Buster: → ↘ ↓ ↙ ←, C + D

Bob Wilson



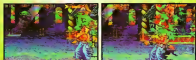
Dangerous Wolf: ↓ ↓ ↓, B + C + D

Ikezuchi: → ↘ ↓ ↘ →, C + D



Sokaku Mochizuki

Typhoon: ↙ briefly, then ↓ ↘ → ↘, B + D



Blue Mary

Special Deadly Ninja Bees: → ↙ →, C + D



Mai Shiranui

Storm Gadenza: ↓ ↙ ← ↘ →, B + D



Hon Fu

Raising Storm: ↙ → ↘ ↓ ↙ ← ↘, C + D



Geese Howard

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THE IS NO KNOWLEDGE THAT IS NOT POWER

Mortal Kombat 3

THE SEARCH BEGINS AGAIN

YOU HAVE BEEN CHOSEN TO REPRESENT EARTH IN MORTAL KOMBAT.

BE WARNED: ALTHOUGH YOUR SOULS ARE PROTECTED AGAINST SHAO KAHN'S EVIL, YOUR LIVES ARE NOT. I CANNOT INTERFERE ANY LONGER, AS YOUR EARTH IS NOW RULED BY THE OUTWORLD GODS. THESE ARE THE WORDS OF RAIDEN.

Welcome to the second installment of VideoGames' continuing Mortal Kombat 3 coverage. To help you to fully immerse yourself in the ways of Kombat, we've compiled a list of moves and secrets that will point out the subtleties as well as the brutal excess of what's sure to be the hottest fighting game of 1995.

The following information has been tested with the use of an MK3 machine outfitted with ROM revision 1.0, the most recent version of the game available at press time. We'll have received version 1.1 chips by the time you read these words; look for updates and additional info in our next issue.



SHANG TSUNG

TSUNG IS SHAO KAHN'S LEAD SORCERER. HE ONCE FELL OUT OF FAVOR WITH HIS EMPEROR AFTER FAILING TO WIN THE EARTH REALM THROUGH TOURNAMENT BATTLE. BUT THE EVER-SCHERING SHANG TSUNG IS INSTRUMENTAL IN KAHN'S CONQUEST OF EARTH. HE HAS NOW BEEN GRANTED MORE POWER THAN EVER.

Flaming Skull
Back, Back, HIGH PUNCH

Two Flaming Skulls
Back, Back, Forward, HIGH
PUNCH



Three Flaming Skulls
Back, Back, Forward, Forward,
HIGH PUNCH



Ground Eruptions
Forward, Back, Back, LOW
KICK

Morph into Sindel
Back, Down, Back, LOW KICK

Morph into Jax
Forward, Forward, Down, LOW
PUNCH



Morph into Kano
Forward, Back, Forward,
BLOCK

Morph into Liu Kang
Rotate joystick 360° clockwise

Morph into Sonya
Hold Down, press RUN+LOW
PUNCH+BLOCK

Morph into Stryker
Forward, Forward, Forward,
HIGH KICK

Morph into Sub-Zero
Forward, Down, Forward, HIGH
PUNCH

Morph into Cyrax
BLOCK, BLOCK, BLOCK

Morph into Sektor
Down, Forward, Back, RUN

Morph into Nightwolf
Up, Up, Up

Morph into Sheeva
Forward, Down, Forward, LOW
KICK

Morph into Kabal
LOW PUNCH, BLOCK, HIGH
KICK



Mystic Spikes Fatality
Hold LOW PUNCH, press
Down, Forward, Down,
Forward and release LOW
PUNCH

SINDEL



SHE ONCE RULED THE OUTWORLD AT SHAO KAHN'S SIDE AS HIS QUEEN. NOW, 10,000 YEARS AFTER HER UNTIMELY DEATH, SHE IS REBORN ON EARTH. HER EVIL INTENT IS EVERY MATCH FOR SHAO KAHN'S TORAHN. SHE IS THE KEY TO HIS OCCUPATION OF EARTH.



Energy Ball
Forward, Forward, LOW PUNCH



Paralysis Shock
Forward, Forward, Forward, HIGH
PUNCH
(Will backtrack if performed on an opponent who is already paralyzed)

Flight
Back, Back, Forward, HIGH KICK
(Press BLOCK to land)

Air Energy Ball
(Only while flying)
Back, Down, Forward, LOW KICK



Animality
(Only after showing Mercy)
Forward, Forward, HIGH PUNCH



JAX

AFTER DRIVING TO CONVINCE HIS SUPERIOR OF THE COMING OUTWORLD MENACE, JAX BEGINS TO POWERFULLY PREPARE FOR FUTURE BATTLE WITH JAX'S MACHINES. HE OUTFITS BOTH ARMS WITH INDENYABLE ARMOR IMPLANTS. THAT IS A GOOD JAX IS PREPARED TO WIN.



Earthquake
Hold **LOW KICK** for three seconds, then release



Gotcha Grab
Forward, Forward, **LOW PUNCH**



Multi-Slam
Press **HIGH PUNCH** repeatedly while throwing your opponent

Back Breaker
Press **BLOCK** while close to opponent in mid-air

Arm Cannon
Back, Forward, **HIGH PUNCH**



Double Arm Cannon
Forward, Forward, Back, Back, **HIGH PUNCH**

KANO

KANO IS THOUGHT TO HAVE BEEN KILLED IN THE FIRST BATTLEMENT. INSTEAD, HE'S FOUND ALIVE IN THE OUTWORLD WHERE HE QUICKLY REAPPROPRIATES CULTURE BY SOUND. BEFORE THE NEXT OUTWORLD ASSAULT, KANO CONVINCES SHAN KUNO TO SPREAD HIS GOAL. KANO NEEDS SOMEONE TO TEACH HIS MACHINERY HOW TO USE SHAN'S WEAPONRY. KANO IS THE MAN TO DO IT.



Cannonball Roll
Charge **LOW KICK** for three seconds, release



Knife Throw
Down, Back, **HIGH PUNCH**



Knife Uppercut
Down, Forward, **HIGH PUNCH**



Headbutt
(Only during a combo)
Down-**LOW PUNCH**

LIU KANG

AFTER THE OUTWORLD ASSAULT, LIU KANG FINALLY MANAGES THE PROMISE TRAITOR OF ANOTHER EXTENDING THE WAR. HE IS THE STRONG PRODIGY AND MAY THREATEN SHAN'S SUPREMACY IN THE WEST. OF ALL THE MACHINERY, KANO POSSES THE GREATEST TREASURE TO SHAN ARMY'S OCLE.



Fireball
Forward, Forward, **HIGH PUNCH**

Low Fireball
Forward, Forward, **LOW PUNCH**



Flying Kick
Forward, Forward, **HIGH KICK**

Bicycle Kick
Hold **LOW KICK** for three seconds, then release



Fire Fatality
Forward, Forward, Forward, Back, Forward, **LOW KICK**

SONYA STRYKER SUB-ZERO



SONYA DISAPPEARED AFTER THE FIRST TERRORISM BUT WAS LATER RESCUED FROM THE OUTWORLD BY A.I. AFTER OBTAINING TO EARTH SHE WAS FOR TRY TO HONOR THE U.S. GOVERNMENT OF THE LOANING OUTWORLD WENDEE. LOANING POON. THEY WASTE HELPFULLY BY CALO KISS KISS BY TRYING.



WHEN THE OUTWORLD PORTAL OPENED OVER A LOOSE CITY IN NORTH AMERICA, PONYO WAS FORGOTTEN BY THE LEGION OF A BROT OUTSIDE OUTSIDE WHEN SHE WAS HELD TALKING POINTS. WE FIND HIMSELF THE LOAN PORTAL OF A CITY GAVE POPULATED BY MEDICAL.



THE BROT OUTSIDE AMERICA, HE WAS FORGOTTEN BY HIS OWN HAND CLAN. THE LOAN POON. HE FORGOTTEN POINTS OF MEDICAL BY LOANING THE CLAN AND IS WASTED THE WASTE. BUT WASTED THE WASTE BY PLO. HE FORGOTTEN POINTS OF MEDICAL. HE MUST NOT HELP OTHER AMERICA THE OUTWORLD WENDEE. BUT MUST ALSO TRY BY TRYING SYSTEMS.



Energy Rings
Down, Forward, LOW PUNCH



Leg Grab
Hold Down, press LOW PUNCH+BLOCK

Square Wave Fight
Forward, Back, HIGH PUNCH



Bicycle Uppercut Kick
Back, Back, Down, HIGH KICK



Kiss of Death Fatality
Down, Down, Down, Forward, LOW KICK

Club Swipe
Forward, Back, LOW PUNCH

Sliding Club Throw
Forward, Forward, HIGH KICK



Grenade Toss
Down, Back, LOW PUNCH

High Grenade Toss
Down, Back, HIGH PUNCH



Bomb Fatality
Down, Forward, Down, Forward, BLOCK



Zapper Gun Fatality
Forward, Forward, Forward, LOW KICK



Side
Hold Back, press LOW PUNCH+BLOCK+LOW KICK



Freeze Ray
Down, Forward, LOW PUNCH



Air Freeze Ray
Down, Forward, HIGH PUNCH



Ice Clone
Forward, Down, Back, HIGH PUNCH



CHYRAX

EVERY IS
 UNIT IS-UAL, THE EV-
 AND OF THOSE FORMER
 COLLECTIVE ANDLY PART
 OF THE RAL. THE MY
 CONTEMPORARY, THE CITY
 FORTRESS AND COORDIN-
 AT TO THEM AND THOU-
 GHTS THE ALONG JUST
 SEE-SEAL. INFRONT OF
 SOUL. FIGHTS EVERY HUN-
 DRETS OF DATA WARE
 AND BECOMES A PEOPLE
 NAVIGY PLACES BY
 OCCUPATION OF AREA.



Green Net
 Back, Back, **LOW KICK**



Bomb Drop
 Hold **LOW KICK**, press **Forward**,
Forward, **HIGH KICK**

Close Bomb Drop
 Hold **LOW KICK**, press **Back**, **Back**,
HIGH KICK



Teleport
 Forward, Down, **BLOCK**



Suicide Fatality
 Up, Up, Down, **HIGH PUNCH**

SEKTOR

SEKTOR IS A SPECIAL
 THE COME NIGHT FOR
 THAT IS-UAL. HE WAS
 THE FIRST OF THREE
 PERSONAGE CHARACTER
 ANDLY PART OF AN
 KILL. SEKTOR HAS
 ONLY A MINOR POSI-
 SON FIGHTED BY THE UN
 JAIL. HE ORGANIZED
 FOR REVENGE
 REVENGE OF HIS LOV-
 TY AND THE CLIK.
 SEKTOR SAVORS THE
 REWARDS INDEMN-
 HE HAS NO SOUL TO
 TAKE.



Missile
 Forward, Forward, **LOW PUNCH**



Heat-Seeking Missile
 Forward, Down, Back, **HIGH PUNCH**



Teleport Uppercut
 Forward, Forward, **LOW KICK**



Crush Fatality
 Back, Back, Back, **HIGH KICK**

NIGHTWOLF

WOLFF IS A MYS-
 TERY AND PROSE-
 DER OF HIS PEOPLE'S
 CULTURE. WHEN
 WOLFF'S PEOPLE
 OPERS AREA NORTH
 AMERICA,
 NIGHTWOLF USES
 THE ABILITY OF HIS
 TALENTS TO PRO-
 TECT HIS PEOPLE'S
 SACRED LAND. THIS
 DOES BECOMES A
 VITAL THREAT TO
 WOLFF'S OCCUPA-
 TION OF THE EARTH.



Bow-and-Arrow
 Down, Back, **LOW PUNCH**



Tomahawk
 Down, Forward, **HIGH PUNCH**



Green Dash
 Forward, Forward, **LOW KICK**



Light Fatality
 Down, Forward, Forward, **HIGH KICK**

SHEEVA KUNG LAO KABAL



THE VERY HAIR-PIERCED BY SHAO KUN TO SERVE AS CONSOLE PERSONAL PROTECTOR, SHE BECOMES OBSCURED BY SHAO KUN'S LOVE-TO THOUGH HER FACE OF SHAME WHEN HE PUNCHES HER AS SHE SERVES OF HER EXTREMIST SQUADS ON THE OUTSIDE, HERSELF'S DAYS OF FORTITUDE ARE THE SUPREME ENEMY OF TUMBLE.



AFTER PURSUING THE DEATH OF HIS GREAT ANCESTOR BY EMERGING SUPREME CHAMPION AGAINST ALL WORLDWIDE OPPONENTS, KUNG LAO RETURNED TO EARTH TO TRAIN A NEW GENERATION OF SAMURAI ADVISORS LIAO KUNG, BUT SHE'S GREATEST PREDILECTION OF HEARD, FIGHTING FOR THOSE WHO CAN'T STAND TRANSCENDENT AGAINST SHAO KUN'S TROUBLESHOOTER.



HE IS TWO-SEN WARRIOR, HIS IDENTITY IS A MYSTERY TO ALL. IT'S BELIEVED THAT HE IS A SURVIVOR OF AN ATTACK BY SHAO KUN'S EXTREMIST SQUADS. AS A RESULT, HE IS WIDELY REVERED AND KEPT ALIVE ONLY BY ANTIPODAL DESPOTISM AND A BARE FOR BRINGING SHAO KUN'S FORTUNE.



Teleport Stomp
Down, Up

Fireball
Down, Forward, HIGH PUNCH

Ground Stomp
Back, Down, Back, HIGH KICK



Ground Pound Fatality
Forward, Forward, Forward, LOW PUNCH



Skin Peel Fatality
Hold HIGH KICK, press Forward, Forward, Forward, then release HIGH KICK



Teleport
Down, Up



Air Kick
Press DOWN-HIGH KICK in mid-air



Whirlwind Spin
Forward, Down, Forward, RUN



Hot Throw
Back, Forward, LOW PUNCH



Tornado Dash
Back, Forward, LOW KICK



Purple Fireball
Back, Back, HIGH PUNCH
(Also works in mid-air)



Blades from Behind
Back, Back, Back, RUN



Fatality
Back, Back, Forward, Down, BLOCK



Have Mercy

An innovative new feature of MK3 is the ability to have mercy on your opponent after you have defeated him or her. Here's how it works: When you're in the **third round** of a match and you're told to finish your enemy, quickly press **Down, Down, Down, RUN**. This move works for all characters on the 1.0 machines. Your enemy will be given a one-time burst of energy for a final chance at victory. Important note: You must show mercy to your opponent before attempting to perform your character's Animalty! Also, be aware that newer upgrades of MK3 will probably have character-specific "Mercy" moves.



Quickly press **Down, Down, Down, RUN**.



Your opponent gets a tiny bit of energy back.



Each character is expected to have his or her own "Mercy" move in the newer versions of the game (1.1 and up.)



Stage Fatalities

Version 1.0 of MK3 has three stage-specific fatalities that can be performed by any character with the exact same button combination. While standing directly in front of your opponent, the move is executed as follows: **Forward, Forward, Forward, RUN**. Try it in the Subway, the Bell Tower and the Pit III and remember: This move will not work for all characters in the newer revisions of the game.



Press **Forward, Forward, Forward, RUN**.



Your enemy will drop into the pit...



...where razor-sharp spinning blades await!



Try the same move in the Bell Tower.



Your opponent crashes through the tower's wooden floors...



...to be impaled on a bed of spikes in the basement!

The Hidden Game

If you're lucky enough to be on the machine when it reaches Battle 100 in the two-player mode, you'll be treated to a surprise: a hidden game that can be played before the first round of the next match! We don't want to ruin the surprise by showing you what the game looks like, but we'll tell you this: it ain't Pong.



Play until the two-player battle counter reaches 100.



After this message, you'll be sent to a hidden game!

Subway



The move sends your enemy through the Subway ceiling...



...only to crash through to the tracks...



...right into the path of a speeding subway train!

The Secret Codes

At the bottom of the "Vs." screen before any two-player bout, you'll see six boxes, each containing a dragon icon. Player 1 can change the symbols in the first three boxes by pressing his or her **LOW PUNCH**, **BLOCK** and **LOW KICK** buttons; Player 2 can do the same for the other three symbols. The six symbols represent secret codes which can have subtle or dramatic effects on game play.

Each button causes the symbol in the corresponding box to change to the next icon in a predetermined order. For example, pressing the Player 1 **LOW PUNCH** button once will change the dragon icon in the first box into a "MK" symbol; pressing it a second time will change it to the third icon in the sequence (a Yin/Yang) and so on. Pressing a button more than nine times will cause the order of icons start over; in other words, pressing a button that corresponds to a box with a skull symbol will change the skull back to the original Dragon icon. The chart at the right shows the order in which the symbols appear.

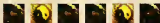
Here's a working code that we'll use as an example: Skull, Shao Kahn, Raiden, MK, Yin/Yang, 3. To enter this code, Player 1 should press **LOW PUNCH** nine times, **BLOCK** eight times and **LOW KICK** seven times; Player 2 should hit **LOW PUNCH** once, **BLOCK** twice and **LOW KICK** three times. The match-up screen doesn't stay up for long, so you'll need to punch the codes in fast. Fortunately, you can advance through the icons in reverse order by simply holding **Up** on the joystick while you press the buttons. In our example, Player 1 can get the proper symbols to appear more quickly by holding **Up** on the stick and pressing **LOW PUNCH** once, **BLOCK** twice and **LOW KICK** three times. Try this cool code at your local arcade; you'll be surprised to see what it does!

Throughout the summer, Midway will be leaking codes to players through advertisements and other sneaky methods. The most common codes will appear as hand-drawn symbols that correspond to the icons as shown in the third column of the chart above. However, many players have been finding it easier to memorize the codes by referring to them in terms of the number of button presses it takes to get the proper symbols in place. For example, the code that activates the game's Throw Disable feature—MK, Dragon, Dragon, MK, Dragon, MK, Dragon—is easier to remember in numeric form as follows: 360-420. In other words, both Player 1 and Player 2 should press the **LOW PUNCH** button one time. The mysterious code used in our example above could be written as 967-123.

0			Dragon
1			MK
2			Yin/Yang
3			3
4			Question Mark
5			Lightning Bolt
6			Goro
7			Raiden
8			Shao Kahn
9			Skull

Here's another simple code for you to test out:

On-screen form



Print icon form



Numeric form

0 2 0 - 0 2 0

SPECIAL E² PREVIEWS

Super NES

Publisher: Nintendo

Developer: Rare

Size: 32 meg

Players: 1 or 2

Available: November

Comments:

Just as Nintendo ruled last year's Christmas season with the original *Donkey Kong Country*, so it shall come to pass that *DKC 2* will rake in the greenbacks this year.



Rare and Nintendo have pushed the envelope again. The sequel to their mammoth hit, *Donkey Kong Country*, will be gracing a retail store near you in November. *Diddy's Kong Quest* is the latest standard in 16-bit video gaming. With eye-popping graphics and sweet sound, Diddy is sure to blow you away. The same great gameplay and a cast of new characters make this an eagerly-awaited title here in the twilight of the Super NES.

• THE STORY •

In this adventure, Diddy Kong is joined by his new female friend, Dixie Kong. Dixie's long, flowing hair can be used to pick up objects or to slow her descent like a helicopter when she falls. Together they must rescue Donkey Kong, who has been taken hostage by the evil Kremlings. There are 100 levels of gameplay for you to master.

Diddy and Dixie can climb on each other's back to reach higher platforms.

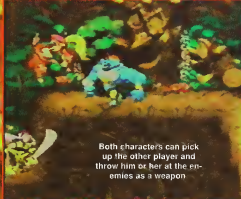


© 1995 Nintendo

You need to
use his st
ring to
s. Back



Both characters can pick up the other player and throw him or her at the enemies as a weapon.



You thought *MK3* was hyped up? You ain't seen nothin'. The imminent arrival of *Killer Instinct* on the SNES has been worked into such an advertising frenzy, it's hard not to get caught up in it. \$20 million was spent on this campaign! The designers that gave us *Donkey Kong Country* are at it again with *KI*, and they claim to have created the most perfectly rendered characters ever seen on a home system. You can make up your own mind this fall.

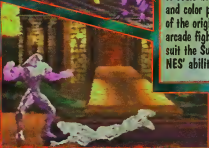
Super NES



SPECIAL PREVIEW

Comments: *Killer Instinct* for the SNES looks remarkably good after translation. If you love the game plays in the arcade, fear not—you can expect that same gameplay on the Super NES.

Publisher: Nintendo
Developer: Rare
Size: 32 megs
Players: 1 or 2
Available: August



All of your favorite characters from the arcade game are here in their full glory. With its proprietary Advanced Computer Modeling (ACM) technology, Rare was able to scale down the size and color palettes of the original arcade fighters to suit the Super NES' abilities.



SPECIAL E³ PREVIEWS

Publisher: Virgin

Developer: Virgin

Size: CD

Players: 1

Available: November

Comments:

With its 3-D rendered graphics, *Spot Goes To Hollywood* has a visually stunning appeal that could raise it above most other side-view platform games.

Saturn



Spot Goes to Hollywood showcases the lovably mischievous 7-Up mascot as he battles numerous enemies and attempts to solve the many mind-boggling puzzles of this huge, 40-level game. Spoofing many of Hollywood's classics such as *Dracula*, *Aliens*, *Star Wars* and *Mutiny On the Bounty*, *Spot* will appear on most major platforms.



The angled, *Zaxxon*-like perspective is unusual for this type of action/platform game.



Could shark halitosis be the greatest obstacle in *Spot's* path?

SPECIAL E³ PREVIEWS

Publisher: Virgin

Developer: Black Ops

Size: CD

Players: 1+

Available: November

Comments:

Agile Warrior: F-111X is a new aerial combat game from Virgin. This smooth shooter will take full advantage of the PlayStation's capabilities. Watch for it.

PlayStation



Developed by former Virgin designer John Botti (*Robocop vs. The Terminator*) at his new development house, Black Ops Entertainment, *Agile Warrior* is a multi-player shooter that allows for a pilot and gunner. Ten missions located around the globe must be completed to thwart the actions of certain powerful parties—maybe even the president! *Agile Warrior: F-111X* promises to be a palm-sweating, high octane shooter with unique controls and "gravity" factors.



Barrel rolls are a breeze in your new high-tech flying machine.



The *F-111X* is based on a real-life *F-111* with minor modifications.

Shiny Entertainment's second *Earthworm Jim* adventure should prove no less exciting than the first one. With 24 meg of memory—a 50% increase over the previous game—the characters and backgrounds look better than ever. Shiny's Animation technique of creating movie-quality sprite animation has also been improved; Animation II delivers new secret hidden special moves, a Snott swing, Snott parachute and five new guns.

Super NES

EARTHWORM JIM 2

SPECIAL E⁺ PREVIEWS

Comments:

Earthworm Jim 2 needs practically no introduction. Look for the cartoon TV series, comic book and action figures, as well as a Genesis version of *EJ2* in October.

Publisher: Playmates

Developer: Shiny

Size: 24 Meg

Players: 1

Available: October

• THE STORY •

Jim loses his job as a fry-cook and decides to travel to the Planet of the Monsters looking for Divine Revelation. He only finds big monsters, of course. Meanwhile, Poycrow has arranged a marriage with Princess-What's-Her-Name. Jim has to do his damndest to stop the marriage and then find a job.



This is the level in which the game starts. Aren't you already impressed?



LORENZO'S SOIL

Jim has to dig his way to treasure and make his way past Lorenzo larvae and Pedro pupae.



WORMBURGER
Giant cheese graters can really do a lot of damage. Jim must also watch out for falling forks.



CIRCUS OF THE SCARS

Emberlited circus performers unite to provide the worst circus show ever.



PETER, POUND AND MARY
Poycrow is throwing Peter's puppies out the window, and Jim has to catch them with a giant marshmallow.



I.S.O. 9003
Jim owes back taxes to the I.R.S. (Intergalactic Revenue Service.)

SPECIAL E³ PREVIEWS

Publisher: Interplay

Developer: Interplay

Size: CD

Players: 1

Available: Oct 2/89

Comments:

Casper gets around. His new video game will also be available for the Sega 32X, Saturn and Sony PlayStation. Boo! (Did we scare you?)

3DO



Just in time for Halloween, Interplay will release this 3-D animated game featuring everyone's favorite dead kid, Casper. Players control the perky little ghost, who must pass through walls and morph into all sorts of gooey things in a quest to solve complicated puzzles and find the pieces of a life-restoring machine. Along the way, expect Casper to be thrown off-course and harassed by his obnoxious uncles. (But c'mon—Casper's already dead. How much fun can the uncles do?)



Casper certainly looks impressive, undoubtedly a result of its being based on a largely computer-animated movie.



The options screen sets a spooky feel for the rest of the game.



What's Casper searching for? His pants, perhaps?

SPECIAL E³ PREVIEWS

Publisher: Interplay

Developer: Parallax

Size: CD

Players: 1 to 8

Available: October

Comments:

Descent has been one of the top IBM PC titles for months. It remains to be seen if this success can be repeated on console systems.

PlayStation

DESCENT

Forget the Earth—Save the moon! A true 360° flyer, *Descent* sends players zooming through over 30 levels of lunar mineshafts, seeking to destroy an alien invasion force to the tune of a bombastic industrial soundtrack and multi-directional sound effects. *Descent*'s bad guys are adaptable, developing new strategies with each new game and striking back accordingly. If all this sounds too pant-poppingly intense to handle alone, up to seven other players can join in.



3-D images are made even more realistic by light source-based shading.



Kaboom! (Actually, sound can't travel on the moon, but we'll let it slide just this once.)

Tired of racing games where you're on wheels that touch the ground? Come September, things are gonna change with the emergence of *Wipe Out*, a new racer from Psygnosis. Instead of being glued to the street, *Wipe Out* has you hovering above the tracks with anti-magnetic forces that lift your craft off the surface. Add eight different flying vehicles, nine super weapons and blistering speed and you have one amazing ride.

PlayStation



SPECIAL E³ PREVIEWS

Comments:

With the Sony PlayStation's "linking" capabilities, you can race your friends through the 10 mind-numbing tracks; each player will have his or her own full-screen view.

Publisher: Psygnosis

Developer: Psygnosis

Size: CD

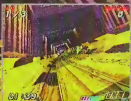
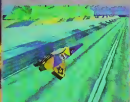
Players: 1 or more

Available: Sept.



3-D racing games reach a whole new level.

Why bother passing him? Just blast him outta the sky!



Wipe Out gives you eight sleek ships to choose from.

With Psygnosis' *Destruction Derby*, you can enjoy the most exciting type of competition at home—stock car racing. Just imagine tons of metal vehicles bumping and smashing against each other in this game of destruction. The goal is to finish first—or, if things get really hairy, just to finish. One of the most anticipated releases for the PlayStation, *Destruction Derby* has the makings of an instant classic. You can't go wrong with a game which revolves around car wrecks, can you?

PlayStation



SPECIAL E³ PREVIEWS

Comments:

Will players go back to *Ridge Racer* after they've experienced the mass destruction of this game? We're hoping the game will include "Figure-8" and "Arena" tracks.

Publisher: Psygnosis

Developer: Reflections

Size: CD

Players: 1 to 8

Available: October



Finesse is definitely not necessary in this game.



TEKKEN



for
the PlayStation

THE CAST...



YOSHIMITSU



NINA



LAW



KING



JACK



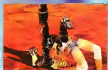
PAUL



KAZUYA



MICHELLE



Nina uses a low kick to put Michelle down and make her stay down. Ouch!



FIGHT THE BOSS!!
Heihachi will kick your butt.



TEN SECRET CHARACTERS! (So far.) Do you know their names?



My weight makes me invulnerable, you silly clown!



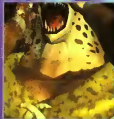
Tekken will contend with games like *Virtua Fighter* for the Sega Saturn and *Toh Shin Den*, another fighting game for the PlayStation, when both systems are released later this year. Like *Virtua Fighter*, Tekken already has a strong foothold in the arcades. The PlayStation version of Tekken will provide all the arcade characters and moves, so all you fans of the arcade game won't be disappointed.

TEKKEN



Paul, as you can see, is the one with the Kid n' Play hairdo and the motorcycle.

All those good Taoist health practices have paid off for Law.





A little Wonder Woman action.

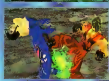
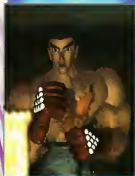
TEKKEN



Morrigan



Yoshimitsu's got the skills.



Str



REPLAY



Hey, if you like pool but don't have a pool table and the nearest pool hall is all the way across town, then *Minnesota Fats Pool Legend* is exactly what you need, isn't it? You'll never have to leave the comforts of your own home to enjoy a little Nine Ball with your trusty Sega Saturn. *Minnesota Fats Pool Legend* is the second pool game from Data East featuring Minnesota Fats. Play by yourself, against the computer or with a buddy or two.

MINNESOTA Fats

Comments: *Minnesota Fats Pool Legend* will be released this fall for the Sega Genesis and Sega Saturn, as well as the Sony PlayStation.

Publisher: Data East

Publisher: Data East

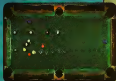
Size: CD

Players: 1 to 3

Available: Sept.

Eight Ball
 Nine Ball
 Rotation
 14.1 Continuous
 One Pocket
 Bowllards
 Cut-Throat
 Three Ball

Tournament mode includes: Eight Ball, Nine Ball, One Pocket, Rotation, and 14.1 Continuous.



It's just you and Minnesota Fats, baby. They don't call him "Fats"!



The Story mode includes full-motion video starring Minnesota Fats, the Pool Master.



Select Mode

- STORY
- TOURNAMENT
- VERSUS
- TRICK GAME
- TRAINING
- JUKE BOX

それじゃ、どれで遊んでいくかお？

Play with three players in Cut Throat.

Check out Story, Tournament, Versus, Trick, Training, or Juke Box mode.

Nine Ball Options

Opponent: [1] 2

Select Opponent:

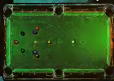


Match Player

Ball Spots

~ Press Start Button ~

This girl looks very '80s.



PREVIEW

Genesis

Publisher: Sega

Developer: Sega

Technical Institute

Size: 8 Meg

Players: 1

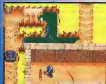
Available: July

Comments:

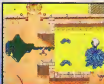
The Ooze is a game for anyone who likes their action a little green or a gooey. Any game that's all about ooze ought to prove at least somewhat interesting.

the OOZE

In *The Ooze*, you play as a big, green, slimy blob who crawls around in search of various toxins and biohazards in an attempt to rid the world of such pollutants. No, you yourself are not a toxin or a biohazard, even if you do look like one. So you're a slimy blob with good intentions. You weren't always a big pile of mucous though. You were once a scientist, but one of your experiments went awry and—what-dya know?—you're big and gooey, though not quite the Incredible Hulk.



Absorb anything that gets in your way.



Watch it! The bigger you are—the larger a target you make.



Yuck!



You look like snot!

PREVIEW

Genesis

Publisher: Sega

Developer:

Novotrade

Size: 8 Meg

Players: 1

Available: July

Comments:

The *Magic School Bus* was developed by Novotrade, previously known for the *Ecco the Dolphin* series. Look for some funny Sega Saturn jokes in the game.



The *Magic School Bus* features several different types of gameplay for younger kids who are probably just starting to develop some sort of hand/eye coordination. Travel to all the planets in our solar system, including the moon. Drive around in a cute yellow space bus, shoot at asteroids, collect stars or fuel or oxygen tanks or things that look like big beach balls and whatever else you may need during your travels. It looks like good, clean fun for Genesis kiddies.

MOON

DISTANCE (EARTH-SUN=1):	.003
WEIGHT (ON EARTH=100):	17
YEAR (EARTH YEAR):	---
SIZE (EARTH=1):	.27
MASS (EARTH=1):	.012
MOONS:	NONE
RINGS:	NONE

See, it's the moon.

Wear a cute space suit.

In Interplay's *Kingdom: The Far Reaches*, you play as Lathan Kandor, apprentice to the magician Daelon, responsible for reuniting three relics from the Hand of Mobus. Only after doing so will you be able to save the Princess Grace Delight, Drakesblood, the Plague Magician, and the monstrous Torlok want you dead. Sounds like something that *Dungeons & Dragons* fans will like, doesn't it?

3DO

PREVIEW



Comments:

Kingdom is based on a laserdisc arcade game from the mid-'80s called *Thayer's Quest*, which saw limited release on the little-known Halcyon home laserdisc system.

Publisher: Interplay

Developer: Virtual Image

Size: CD

Players: 1

Available: July



Save Princess Grace Delight from the evil Drakesblood.

You play as Lathan Kandor, an apprentice to the great magician Daelon.

Selecting the "History" option will allow you to view a brief movie that details the game's story.

Play in Apprentice mode or Wizard mode.

PREVIEW

Super NES

Publisher: Viacom

Developer: Realtime

Size: 16 Meg

Players: 1

Available: Sept.

Comments:

Viacom New Media has translated other Nickelodeon television shows like *Beavis and Butt-Head* and *Are You Afraid of the Dark?* into video games.



AAAHH!!! Real Monsters is based on the Nicktoon TV show with the same name. An action game that lets the player control three different characters all at the same time, **AAAHH!!! Real Monsters** includes ten monster environments along with five levels and bonus levels. Viacom New Media worked with Nickelodeon and the creators of the TV series, Klasky/Csupo, to develop this game.

Start preparing for those Monster Midterms.



You control all three monsters at the same time.



Meet Ickis, Krumm and Oobina.

These monsters like to sniff their amplit and juggle their eyeballs—you'll be able to really identify with them.



Each monster has its own special scare tactic.



The Power Rangers have been stripped of their Mighty Morphin Powers and forced to flee the Earth while the Command Center has been destroyed and Zordon left on the brink of death. The Mighty Morphin Power Rangers have to contend with Ivan Ooze to regain their powers and their home. *Mighty Morphin Power Rangers: The Movie* features seven levels of one- or two-player cooperative fighting action.

MIGHTY MORPHIN
POWER RANGERS
THE MOVIE

Comments:
Mighty Morphin Power Rangers: The Movie will be released this summer, and the video game is soon to follow. So you yourself will be able to fight Ivan Ooze.

Publisher: Bandai
Developer: Bandai
Size: 12 Meg
Players: 1 or 2
Available: July



Play as any of the Power Teens: Billy, Aisha, Rocky, Kimberly, Adam or Tommy.



Morph from Teenager Mode to Power Ranger Mode.



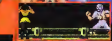
Pick up lightning bolts for more power.



Stages 1 through 6 consist of two phases of side-scrolling game play and a third stage wherein rests the Boss. In Stage 7, you'll have to do battle with Ivan Ooze.



Each Power Teen has a special attack.





"Mega Man 7: Same as it ever was."



Gee whiz, I don't know... Saturday morning cartoons must be spoiling Mega Man because he's back in a new SNES cart, and after the rousing success of *Mega Man X 2*, it looks like he's been slacking off heroism lately in favor of swank Hollywood parties with other cartoon stars.

Capcom certainly has a recipe for raking in the dough, and Mega Man is one of the company's tastiest morsels. Ever since the days of the NES, Mega Man's been knockin' 'em dead with solid, engaging gameplay, a colorful cast of characters and inventive sequels. But with *Mega Man 7*, it looks like the formula is starting to get a bit...well, old, actually. *Mega Man 7* starts—promisingly enough—with a neat introduction showing how Doctor Wily escaped from prison with the help of special sleeper robots built in the event of his capture. Naturally, it's up to Mega Man to save the city, but it's just not that exciting this time around. In fact, I was almost tempted to let the city burn to the ground.

To begin with, *Mega Man 7*'s graphics are a step down from the amazing eye candy on display in *X 2*. I've been told that this is an attempt to make the game look

more like the cartoon and to harken back to the NES games, but to me, the graphics simply look rushed, as if getting a sequel out while the cartoon was still hot was a priority over stunning quality. Yes, it looks like a *Mega Man* game, complete with crazy enemies like Cloud Man and Burst Man, but it pales in comparison with its immediate predecessor.

Other features which made *Mega Man X 2* stand out are missing as well. Mega Man's ability to cling briefly to walls is absent, and without it Mega Man seems to be a bit less of a...well...a man! Who ever heard of a superhero losing his powers from one episode to the next? *Mega Man 7* is also lacking the size and scope of *X 2*. The levels are shorter and more repetitive, and everybody with a brain knows that sequels are supposed to be bigger and better, right? Right?

It's not all bad, though. It's still a platform game, it's still playable, there are quite a few fascinating new characters, such as the city's new robot hero Bass and his dog Treble. It just lacks the oomph! that so many of us are used to. True *Mega Man* fans might want to ask Capcom, "Where's the beef?!"

—Gabe Soria

EDITORS' RATINGS

- BETTY** 3
As good as the rest of the games in the *Mega Man* series—this one's more old school, though.
- CHRIS B.** 7
A bit of a step down from *X 2*.
- CHRIS G.** 4
Gabe's right, same old thing.



BREAKDOWN

- GRAPHICS** 6
A step down from previous SNES *Mega Man*.
- SOUND/MUSIC** 6
More of that loopy good Japanese music.
- PLAYABILITY** 5
You'd want to play *Mega Man X 2* instead.

OVERALL RATING 5



CAPCOM

PHONE
(408) 774-0500

DEVELOPER
CAPCOM

SIZE
12 MEG

PLAYERS
1

"The Phantom is
such a *Werner-be!*"

SUPER NES

BREAKDOWN ▼

- GRAPHICS** **G**
Nothing to get excited about.
- SOUND / MUSIC** **S**
I didn't even notice it there was any.
- PLAYABILITY** **G**
Plays like Acclaim's latest Spider-Man game.

OVERALL RATING ▶



PHANTOM 2040



Is it Spider-Man? No. Is it The Tick? No. Well then, who is this guy? He's The Phantom...and he's from the year 2040.

Even if you haven't seen the Phantom 2040 TV show or the old-school Phantom comic strip, you should still be able to guess by looking at his costume that the Phantom is a superhero. Formerly a student, The Phantom is now battling bad guys all over a gothic, Batman-type rip-off of a city. Equipped with a variety of special gadgets, he even has a gun that shoots out a sticky rope; real original stuff.

There are so few interesting things going on in this game that I thought I'd fall asleep. I'd rather watch reruns of 227 than play Phantom 2040 for any extended period of time. The enemies throughout most of the game are almost laughable and a great many

of the bosses are just weak.

Another annoying point to this game is its use of color.

Usually this is not something worth commenting on, but this game should be made an example of. The developers' obvious attempt at setting a mood doesn't work for me. There are just too many purples and grays and blues in this game.

At the dawn of the 32-bit era, 16-bit cartridges need to have a lot of special features to attract attention. A game like this might have attracted more attention two years ago, but now it just doesn't cut it. I'm glad it's not another run-of-the-mill one-and-one fighting game, but I'm not very excited about the fact that it's another run-of-the-mill platform game.

—Geoff Higgins



EDITORS' RATINGS ▼

BETTY **G**
A platform game with only typical gameplay.

CHRIS E. **G**
Frustrating and ultimately not very rewarding; a fairly ordinary action game.

DAN **G**
Too gloomy for its own good.



I'M HAVING THE COMPUTER TRACE A LICENSE PLATE NUMBER OF BLOTS THAT FLED THE SCENE.



Look how seating this game is!



VIACOM
new media

PHONE
(212) 258-6491

DEVELOPER
VIACOM

SIZE
16 MEG

PLAYERS

1

JUSTICE LEAGUE TASK FORCE

Of the two versions of *Justice League Task Force*, this is the one to get. The difference between the Genesis and SNES versions amazes me. Though two separate developers were involved, it's hard to believe that they came from the same producer.

The big differences between the two games are in the moves and graphics—two pretty important areas. While the Genesis version lacks sharp graphics, great color and cool moves, the Super NES version stands tall. The weird thing is that the moves from one game bear no resemblance to the other. Also, as in Aquaman's case, the superheroes themselves are different. In the Genesis cart, Aquaman has a trident; no trident here, though.

While this is a much better version of the game, it still isn't as good as it could have been. I wanted flair, outrageous effects and eye-popping special moves. All of these were absent. What we end up with is a perfectly ordinary fighting game that's essentially *Street Fighter II* with D.C. superheroes. The only card that it still has to play is that it will appeal to comics fans who are dying to pit Batman against Superman, or The Flash against Green Arrow. Check this game out, but don't get your hopes too high.

—Geoff Higgins



EDITORS' RATINGS

CHRIS B. **8**
A solid beat-'em-up with good graphics and great sound FX.

CHRIS C. **8**
Now I can answer those nagging questions about which superhero is the strongest!

DETTY
Needs a little more pizzazz.

DARK AVENGER OF THE NIGHT, BATMAN USES HIS SHARP MARTIAL ARTS SKILLS AND ADVANCED TECHNOLOGY TO BRING CRIMINALS TO JUSTICE.

BREAKDOWN

GRAPHICS **7**
The colors in this game are scintillating.

SOUND / MUSIC **8**
Find out what a Superman punch sounds like.

PLAYABILITY **7**
Plays a lot like *Final Fury*.

OVERALL RATING **7**

Acclaim
ENTERTAINMENT

PHONE
616 624-8888

DEVELOPER
BLIZZARD/SUNSOFT

SIZE
24 MEG

PLAYERS
1 OR 2



"Makes you want to watch the Superfriends on Saturday morning."



JUSTICE LEAGUE

TASK FORCE

★★★★★

Though the technical limitations of the hardware are partially to blame, the Genesis version of *Justice League Task Force* still falls flat where its sister version on the SNES succeeded.

The plot of this game involves Darkseid, a bad guy among bad guys, who plots to enslave the world. He sets this plan into motion by creating robotic clones of Earth's most powerful superheroes and pitting them against the genuine articles. I didn't really understand the how or why of this, but it's only a video game; I just wanted to see Green Arrow get beat up by Wonder Woman. This is where the appeal of this game lies. Unfortunately the payoff isn't there.

Justice League Task Force had some big expectations to fulfill. To make a game with some of comicdom's most beloved characters, the design should be nothing less than extraordinary.

nary. You can sell a bunch of copies to the built-in audience of comics fans sight unseen, but game players need something more than a surprisingly average fighting game to make the purchase worthwhile.

When you first start playing JLTf, you'll enjoy yourself. You can use one of six superheroes and three arch-villains and either do battle with a friend or play the computer in story mode. But soon you realize that there aren't many fantastic

moves and the combos are nothing special. Also, the progression of difficulty levels is not nearly as smooth as on the SNES.

Though the concept was great, the Genesis *Justice League* game just doesn't shine when you compare it to the more colorful characters, more interesting backgrounds and cooler moves of the Super NES version. Could there be a Marvel Comics fighting game in the works?

—Geoff Higgins

EDITORS' RATINGS

CHRIS B.	7
The fighters don't seem to have as much weight as on the SNES.	
CHRIS G.	7
Not as good as the SNES, but a worthy best-of-its-kind.	
BETTY	6
SNES version is better, but the characters are still the cream.	

BREAKDOWN

GRAPHICS	6
It looks like the superheroes.	
SOUND/MUSIC	5
Nothing to write home about.	
PLAYABILITY	5
Standard fare. Much like <i>Double Dragon V</i> .	

OVERALL RATING **5**

GENESIS
5
FIGHTING

Acclaim
ENTERTAINMENT

PHONE
1518 824 8888
DEVELOPER
CONDOR/SUNSOFT
SIZE
24 MEG
PLAYERS
1 OR 2

Lock horns with the greatest superheroes

SKELETON KREW



Core Design has really gone out on a limb with its latest offering, *Skeleton Krew*. It's a dark, futuristic, violent game which puts you in the role of a skeletal mercenary whose job it is to save Monstro City from the nefarious Moribund Kadaver. Kadaver is threatening the city with his monstrous creations, the Psykogenix and you (and a friend, if you so desire) are the only hope of defeating him. Sounds cool, eh? Well, it is. *Skeleton Krew* is one of the most solid, playable games to be released for Genesis is quite some time.

This could easily have been yet another *Fatal Fury* clone, but the developers wisely decided to ditch the played-out 2-D perspective in favor of a 3/4 diagonal view. This change from the norm allows the player considerable freedom to move around the playing fields, which are filled with detail and secret areas to be discovered.

You have a choice of three characters to play as, and (thankfully) you have the option to change characters at the continue stages, a feature which allows you to use characters for levels more suited to their unique talents. The brute of the bunch is Joint, who can take a lot of damage but is really slow to dodge. Rib is the female mercenary and Spine is her male counterpart.

One of the most interesting features of *Skeleton Krew* is the way the characters move. They're "cyborgs," I suppose, so their bodies can rotate at the waist. This takes some getting used to, but when you master this feature, you'll be able to confound the Psykogenix with your crafty maneuvering.

Skeleton Krew's graphics are fantastic, to say the least. The levels all have a flavor of their own, and they all vividly evoke the bizarre world of Monstro City. Check out the elevator shaft levels in which your mercenary is waist-deep in a pool of green muck, trying to avoid the advances of a sewer creature, or the levels that seem to take place in what I can only describe as an M.C. Escher-like vision of Hell, complete with ramps to nowhere and flowing rivers of brimstone. It's boss. The enemies are also wildly creative and disgusting. Along the way you'll fight hideous floating brains, killer mechanical frogs, loathsome cels and minions that explode into pools of goop when you shoot them. I could feel the slime on my body and I liked it!

Skeleton Krew is a truly awesome game. It's difficult enough and interesting enough to keep you engaged for hours, and it boasts innovative gameplay to boot. A step above the rest and a worthy "9."

BREAKDOWN

- GRAPHICS** 9
Cool characters, great background!
- SOUND/MUSIC** 8
The spooky music is a perfect complement.
- PLAYABILITY** 9
Are you ready for thumb blisters?

OVERALL RATING 9



—Gabe Sorla

EDITORS' RATINGS

- CHRIS G.** 9
Lock and load. *Skeleton Krew* is an excellent shooter with cool 3-D effects.
- CHRIS B.** 9
An excellent, original game. The two-player mode is superb, and finding hidden rooms is tons of fun. Great bosses with rotation affects too; a Genesis rarity.



PHONE
(415) 893-0297
DEVELOPER
CORE DESIGN
SIZE
16 MEG
PLAYERS
1 OR 2

"Whew!
This game
is hot!"



EDITORS' RATINGS

CHRIS C. 6

"An average shoot-'em-up" is the nicest thing I can say.

CHRIS B. 5

Viewpoint was a better Zaxxon clone than this drag of a game.

GABE 4

A shameful resurrection of the Zaxxon name.

Any 32X owners who also happen to be big fans of the original arcade game Zaxxon might initially be very excited by the title of Zaxxon Mothership 2000. The original arcade game was tons of fun, but it's unfortunate that the same cannot be said for the new 32X version.

Some Zaxxon Mothership 2000 features will probably look familiar. The game features the same 3/4 perspective as the original Zaxxon, so at first you're thinkin', "hey, this looks like Zaxxon; it should be cool." But it's not.

First of all, the game needs better-looking ships. We're talking about the year 2000 here, aren't we? This is the 32X, right? I want to control a ship that looks like it's going to do some damage and wreak some havoc; you know, like it's going to bring home the bacon and fry it up in a pan. But for the most part, the ships look goofy—very angular, with plain polygons and triangles. I don't want a ship that looks like a dumb bug.

One cool thing about the ships is that you can hop from one ship to another, and there's a variety of ships from which to choose. Once your craft takes a lot

of damage, the screen will start to flash red. This means that if you don't jump out of that ship and into the next available one, you're going to blow up.

The weapons aren't anything to jump up and shout about, either. A couple of cool blue lasers here and there, but otherwise you're lookin' at tiny orange balls of flame that are just about anything but impressive.

Some of the enemies look really good. You'll come across huge robots that take up most of the screen. They're cool because they're so big. But you'll also find them extremely difficult to kill with only little baby balls of flame at your disposal.

Among the game's other problems are severe slowdown, choppy and poor collision detection. It all makes for a game that is neither exciting nor addictive. In fact, Zaxxon Mothership 2000 is very frustrating. Though the gameplay gets progressively better after the first level, for the most part it's actually quite tiresome.

—Betty Hallock



BREAKDOWN

GRAPHICS

The polygons look terrific

4

SOUND/MUSIC

Don't expect more than average sound effects.

6

PLAYABILITY

It gets a little better as the game progresses.

5

OVERALL RATING

5

"The gameplay is actually quite tiresome."

Zaxxon fans will be disappointed.

SEGA

PHONE

0800 USA SEGA

DEVELOPER

SEGA

SIZE

6 MEG

PLAYERS

1

SHADOW SQUADRON

EDITORS' RATINGS

CHRIS G. 9

This is the game *Star Wars Arcade* should have been.

CHRIS E. 9

With better audio, this *Star Raiders* clone would have been a perfect 10. I never give 10s.

DAN

Decent gameplay, but uninspired.

Do you remember the scene at the end of *Return of the Jedi* where the Rebel Alliance engages the Imperial Fleet in an all-out outer space skirmish? Do you remember how cool you thought it would be to pilot one of those X-Wings or A-Wings as they buzzed the bridges of the Star Destroyers? Would you like to relive that feeling on your 32X? Well then, don't go out and get *Star Wars Arcade*. Find *Shadow Squadron* at all costs.

In *Shadow Squadron* you assume the role of pilot of a fast attack space craft. The game is set up with a variety of missions which you must complete to go onto the next. There's an interstellar war going on, and you are warped to various locations around the galaxy to take care of business. This is actually one of the most appealing aspects of this game. Not only does *Shadow Squadron* evoke pleasant memories of Atari's unforgettable *Star Raiders*, but it also has a compelling storyline that's highly reminiscent of the *Star Wars* films and other science fiction classics, like the series of *Man-Kzin War* novels or Robert Heinlein's *Starship Troopers*.

Shadow Squadron's graphics are among its hottest features. Every one of the spaceships is rendered in colorful polygons, and the game is fast enough to handle the rapid changes of perspective.

BREAKDOWN

GRAPHICS 9

Super hot 3-D graphics...

SOUND/MUSIC 4

Tinny sound effects and 8-bit music. Yuck.

PLAYABILITY 10

One of the most playable games I've ever seen.

OVERALL RATING 9

SEGA GAMES

"It's like being a pilot in the Rebel Alliance!"

Did I mention that you have complete freedom of movement in *Shadow Squadron*? Total and complete three-dimensional freedom of movement! There's nothing quite like the feeling of attacking a giant space cruiser from the bottom, then taking evasive action by barrel-rolling around it and then coming at it again from the starboard side, all while avoiding enemy fighters and shots from laser cannons. It is absolutely stunning. I'm salivating right now because writing about it makes me want to go back and play it some more!

Unfortunately, *Shadow Squadron's* soundtrack doesn't really complement its great graphics and incredible playability. In fact, the soundtrack is downright horrible. The sound effects are tinny and boring, and the music sounds like it came straight out of a NES game circa '87. Not good at all. Fortunately, I have a huge record collection, so that sort of stuff doesn't affect me too much.

The lack of a password option is also pretty ridiculous, if you ask me. *Shadow Squadron* is a difficult game, and completing it in one sitting can be quite a task. Get on the ball, Sega. We demand passwords!

Shadow Squadron's two-player mode is also a bit of a disappointment. Instead of doing the brilliant thing and letting two players control two separate fighters, the second player is relegated to the position of gunner, which—in my opinion—is a cop-out of the highest order.

All the drawbacks aside, *Shadow Squadron* is still an amazing piece of software. It's a must-have for 32X owners. Gee, can we look forward to a souped-up Saturn version? I hope so!

—Gabe Sorla

SEGA

PHONE (800) USA-SEGA

DEVELOPER SEGA

SIZE 16 MB

PLAYERS 1 OR 2

Shadow Squadron features amazing cut-scenes too.

> CLIMAX THE TARGETS

SURGICAL STRIKE

BREAKDOWN

- GRAPHICS** 6
Goofy mixtures recall bad sci-fi movies.
- SOUND/MUSIC** 4
CD quality sound, but the music sucks.
- PLAYABILITY** 3
What the heck is this? Need!

OVERALL RATING **3**

PEOPLE'S CHOICE
VIDEO GAMES

EDITORS' RATINGS

CHRIS G. 8

You can't judge FMV games in the same way you judge other games. *Surgical Strike* is a fine game/movie with excellent effects. And those explosions where people fly out of the buildings are really hilarious!

GEOFF 4

Would someone shoot me?

Someone has to call time out on these full-motion video "games" and I guess I'm the one who's been elected. A few months ago I was playing the 32X version of *Night Trap* because of its campy appeal and goofy, but fun, B-grade horror movie storyline. But *Surgical Strike*, enough already! It's games like this and *Midnight Raiders* which give full-motion video games a bad name and make us all look like dats when we buy them.

Surgical Strike involves a terrorist who bombs towns, has possession of some missiles, and blah, blah, you're a rookie who's the only guy who can stop him blah, blah—we've heard this one before. In cut-scenes a commander berates you for being a moron and your fellow pilots call you a "disgrace" when you get blown up. Have you got that déjà vu feeling? Yeah, me too.

So you ride around blasted cityscapes in your nifty hover-tank and watch full-motion video scenes unfold. If a target appears on a building, press a button and watch the building blow up. And watch it again. And again. Hey, didn't that last building blow up in exactly the same way as that one a few minutes ago? Yes, it surely did. Sometimes, though, these explosions are pretty comical. Every once in a while a terrorist's body is ejected from a flaming wreck of a tank. Another interesting piece of trivia for those of you into RPG history: One of the writers listed in the credits is Flint Dille, who used to work for TSR and wrote the super-pulp *Agent 13* novels. Poor Flint, I guess his solid days have ended.

If you're into FMV boredom, then run, don't walk, to your local video game retailer. But you probably aren't into that, and in this case I do know what to do.

—Chris G.

PHONE

(800) USA-SEGA

DEVELOPER

SEGA

SIZE

CD

PLAYERS

1

This must be the most impressive game on the face of the planet.

"NICE EXPLOSIONS...
SO WHERE'S THE
GAME?"

WING COMMANDER III

I still can't quite get the image of Mark Hamill as Luke Skywalker out of my mind. He will forever be the farmboy-turned-rebel hero-turned-lord Knight. In *Wing Commander III* for 3DO, Hamill plays Colonel Chris Blair assigned to the TCS Victory. I still can't separate the classic *Star Wars* fictional character from the actor, but his performance adds to the drama of what is the best flight sim available for 3DO.

Those not familiar with the *Wing Commander* series will get into the story fast. Humans are on the run from the unspeakably evil Kriathri, a race of tall, fuzzy aliens that speak with the bravado of *Star Trek's* war-hungry Klingons.

Wing Commander III features an excellent flight sim engine with six degrees of freedom as you pilot your Hellcat on more than 50 missions. Unlike previous *Wing Commander* games where the ships had a suspiciously 2-D look, the starships in WCIII are 100% 3-D—and dangerous!

If you are up to the challenge of completing the game, I highly recommend that you play with a Flightstick Pro for 3DO. I used it to fly the missions and it just makes it easier to control your Hellcat. If you want to roll your ship 360° and get behind the opponent, the Flightstick Pro will bring you back alive.

When it comes to long-term play value, WCIII has more than its fair share. With four CDs of gameplay and over three hours of video footage, plus 50 missions, depth is too weak a word to describe the play.

My only complaint would be that the in-between FMV often repeats and gets dull. Sometimes I wish I could skip seeing the same scenes over again—I just want to go right to the action.

Excellent performances are turned in by the actors like Malcolm McDowell, John Rhys-Davies (*Raiders of the Lost Ark*) and Ginger Lynn.

All in all, the story and special effects are breathtaking and the gameplay addictive. *Wing Commander III* is absolutely a must-play.

—Chris Gore

Use the force, Mark

BREAKDOWN

GRAPHICS

Great FMV and 3-D starship dogfighting.

SOUND / MUSIC

Movie-quality effects and score.

PLAYABILITY

Excellent flight sim, incredibly epic story.

OVERALL RATING

EXCELLENT
9
VIDEOGAMES

Those Kriathri ships blow up real good!

Is it a movie or a game? Whatever it is, *Wing Commander III* is both an excellent film and flight sim!

EDITORS' RATINGS

DAVE 10

As good as they come. Any game that can make Mark Hamill look cool deserves my respect.

CHRIS S. 8

Excellent FMV and 3-D ships, but I was overwhelmed by the "flat" look of the starfields in the background.

ORIGIN

PHONE

(415) 571-7171

DEVELOPER

ORIGIN

SIZE

CD

PLAYERS

1

Super BURNOUT

"A HORRIBLY DATED RACING GAME."

EDITORS' RATINGS

CHRIS C. **6**
Not bad, but there's just nothing left to do after an hour of playing it.

CHRIS B. **6**
Super Burn Out reminds me of *Rising Hero* on the Neo-Geo, but without all of the gambling and earned intermission scenes.

In the mid-'80s, I remember highly digging Sega's Hang-On coin-op. For its time, this motorcycle racer looked spectacular and had excellent control. Even better was the hydraulic Hang-On motorbike, which made an already great game a total blast. Granted, there wasn't much in the way of play-mechanics (i.e. winning cash to upgrade your bike, etc.) but it was pure and simple fun.

Call me nuts, but in a span of nearly ten years, I think players have come to expect more from the video games they play. And why shouldn't we? In this case, after dozens of killer racers ranging from *Super Monaco GP* to *Road Rash* to *Ridge Racer*, game developers can't afford to just simply shovel these titles out.

Enter *Super Burn Out* for the Jaguar. After seeing an unfinished version at the Winter CES, I felt that the game was OK, but had potential. Well, here it is, approximately four months later, and the final version doesn't demonstrate many improvements.

At first glance, *Super Burn Out* doesn't reveal its major weaknesses. The title screen looks hot. The track selection screen is cool. The music is even funky, and had me pumped up for the race. My heart was pounding. Yes, it was time for the big event.

Uh...hey, I said it was time for the big event! Wait a minute, what in the...?! For the love of all that is sacred, what is this? I'm cruising along on my bike, and notice the landscaper: Trees. A

lonce. More trees. Some barrels. More trees. There are probably only about eight or ten different road-side sprites in the whole game! Another weak element of *Super Burn Out* is the road itself. It reeks of 1986. The road movement consists of three basic types: sharp left curves, sharp right curves and straightaways. I mean, the road surface itself moves liquid-smooth, but fails to offer any real innovation by demonstrating subtleties in the directions it takes. You know, stuff like screaming through tunnels, flying over bridges, winding out sideways on ramp-type roads and so forth. The rendered skies in *Super Burn Out* look pathetic and remind me of work done by a three-year-old in a watercolor book.

Super Burn Out does let you play in a variety of excruciating ways. First, you can choose to go it solo in Training or Competition mode. Second, a Split-Screen mode invites a friend to join in on the torture session. There are, however, no cash or prizes to be won in the game. That's a serious flaw, because there's really not much incentive to continue playing without being able to upgrade your bike with nifty new goodies.

One has to wonder why so many of the Jaguar's games look and feel so horribly dated. With an already sparsely library of titles, Atari just seems to be adding fuel to the fire by releasing video game dreck like this. No thanks; I like the '90s.

—Jim Loftus

BREAKDOWN

GRAPHICS

The road movement looks good; that's about it

SOUND/MUSIC

Actually pretty cool, but sometimes stately

PLAYABILITY

Ten years ago, this game would've been hot

OVERALL RATING

5

VIDEO GAMES



ATARI

PHONE

(800) GO-ATARI

DEVELOPER

SHEN

SIZE

4 MEG

PLAYERS

1 OR 2

CHEESE CAT-ASTROPHE

SPARROWING

Speedy Gonzalez

BREAKDOWN

- GRAPHICS** 3
Speedy is a well-animated lead character.
- SOUND/MUSIC** 3
A dripping faucet is better orchestrated.
- PLAYABILITY** 6
Run to the right, jump, throw, yawn, repeat.

OVERALL RATING 5

"ZIPPING ALONG IS NEVER REALLY TO YOUR ADVANTAGE."

Speedy about to save his cousin, Slow-Poke Rodriguez.

Heres...that springboard looks familiar.

When the heck did Sylvester learn to fly?

Sylvester sneaks up on Speedy's main squeeze.

Weren't mutant plants what he's been dumping in this desert?

Even that Speedy Gonzalez is the fastest of the Warner Bros. characters, one would hope that a game based on the hyperkinetic rodent would take full advantage of his speed to enhance the gameplay. Unfortunately, this Speedy offering for Game Gear is little more than a cookie-cut example of a mediocre platform game.

All of the run-and-jump conventions you've come to loathe and yawn at are depressingly intact. Speedy's buddies and girlfriend have been kidnapped by Sylvester, who for some reason is referred to here as "Cheesefinger." It's up to you to run to the right, save your friends and thwart the cat's evil plan. Along the way you need to dispose of an assortment of desert creatures by jumping on their backs or beating them with a tossed boomerang sombrero, and at the end of each stage you must take down a hard-to-kill boss character. Sound familiar yet?

Speedy does live up to his name, but zipping along is never really to your advantage. There's no timer to race against, no special moves or jumps whose execution require Speedy to be running, not even any cool Sonic-style loops to run through. In fact, running at top speed does little else except insure that you'll eventually run over something dangerous and lose valuable health points.

As a result, successfully conquering *Cheese Cat-Astrophe* requires not that you master control of Speedy, but only that you remember the exact location of each upcoming foe. (I don't know about you, but I've got better things to waste my brain capacity on.)

The game's one high point is how good it looks. Speedy is one of the best-animated lead characters ever to appear in a Game Gear title, and the backgrounds—though sparse in action—are beautifully colored and flow seamlessly. Turn off the music (which is repulsive and annoying even by Game Gear standards) and you could almost fool yourself into thinking you were watching an actual cartoon. A boring cartoon, sure, but a cartoon nonetheless.

Cheese Cat-Astrophe isn't really bad so much as just unbearably unoriginal. The game has all the faults of a typical movie-to-video game rushed release, but c'mon—programmers have had 30 or so years to study Speedy Gonzales and get it right. Shame on them for settling for this low level of quality! After all, a zany supersonic mouse has at least as much potential as a zany supersonic hedgehog.

—Dan Vebber

SEGA

PHONE

(800) USA SEGA

DEVELOPER

SEGA EUROPE

SIZE

4 MEG

PLAYERS

1

EDITORS' RATINGS

BETTY 5
Speedy's lightning-fast, and the enemies are huge.

GABE 3
My Caramba! This game looks and like a Warner Bros. cartoon.

CHRIS B. 3
A really nice sound effect? The Game Boy Speedy is better.



BREAKDOWN

- GRAPHICS** 9
The graphics look absolutely stupendous.
- SOUND/MUSIC** 9
You won't believe it's the Game Boy.
- PLAYABILITY** 9
If you don't already own a Game Boy, get one.

OVERALL RATING 9

ESSENTIAL

Vibes

"Donkey Kong Land is as much fun as Donkey Kong Country."

Having already heard so much about this year's upcoming 32-bit and 64-bit machines, it was pretty shocking to find myself so thoroughly addicted to *Donkey Kong Land*—a Game Boy title, of all things. I hadn't picked up my Game Boy for quite a while, but *Donkey Kong Land* has inspired me to go out and get a new one. (I wanted one of those transparent ones anyway.)

Donkey Kong has been around since 1981, having first appeared in the original *Donkey Kong* arcade game. Most recently, Donkey Kong has reappeared in the smash hit video game for the Super NES, *Donkey Kong Country*. And if you remember *Donkey Kong Country*, you remember the superbly detailed backgrounds, the SGI-rendered characters and truly addictive game play. *Donkey Kong Country* featured level after level of jungles and mountains and mines and oceans.

Donkey Kong Land plays pretty much just like *Donkey Kong Country*. K. Rool has directed the Kremlings to steal the banana horde again, and Donkey Kong and Diddy Kong have to find them. For this Game Boy version of the game, the Kremlings have hidden the bananas in new places all over the island.

You can play as either Donkey Kong or Diddy Kong, but only one appears on the screen at any time. The **SELECT** button switches between the two. Both can jump, climb and swim, and Diddy's cartwheel and Donkey's roll will fend off enemies. Pick up items like Kong letters, barrels, continue points and of course, bananas. Espresso and Rambi are even in the game to provide Donkey and Diddy with some transportation. You'll find plenty of bonus rounds, and you can save your game too. If you liked *Donkey Kong Country*, you're definitely going to want to get a hold of *Donkey Kong Land* for your Game Boy, so that you can have as much fun on the fly.

The graphics and sounds are the best I've seen for the Game Boy yet. Inspirational is what it is. Plus the game is more fun than a lot of games for 16-bit systems. *Donkey Kong Land* includes new areas of Donkey Kong Island—Kremiantla, Big Ape City, Gangplank Galleon and Chimpanzee Clouds. Watch out for new enemies like Hogwash the Flying Pig, Nautilus, Fangfish, Hard Hat, and Swirlwind Warning. Big fun.

—Betty Hallock



EDITORS' RATINGS

- GABE** 9
Probably the best Game Boy game ever.
- CHRIS G.** 9
As fun and challenging as CWC on the SNES.
- CHRIS B.** 8
The music is amazingly similar to that of *Donkey Kong Country*.

Nintendo

PHONE
2061 882-2640

DEVELOPER
RARE

SIZE
8 MEG

PLAYERS
1





With each consecutive *Fatal Fury* title, the series has become more and more of a force to be reckoned with. Indeed, *Fatal Fury* had humble beginnings; the original wasn't too hot, *Fatal Fury 2* was a good game and *Fatal Fury Special* was a great game. We now face the next generation in the series.

This time, the banal storyline involves the Scrolls of the Shiranui family. As usual, some enigmatic being is trying to get its grubby hands on the Scrolls. Of course, we have our group of heroes to stop it. Not too interesting or unique, but it'll have to do.

The changes in the game engine are noticeable and welcome. The designers have implemented an offensive dash to assist in game speed and combos. Special attacks are no longer necessary to begin or end combos, which are accomplished similarly to the way they are structured in *Primal Rage*. Don't stress, though—the traditional SFII-type combos are still there, but the timing is

different. The only problem with these unorthodox combos is that finding them is all trial and error. Some players will hate the new attack system, others may get right into the action.

The down side of the *Fatal Fury* games has been that, with the possible exception of Mai Shiranui—none of the characters has a strong, memorable screen presence. How many characters can you name from the *Fatal Fury* series? The character art and animation isn't the problem, it's fine—a lack of personality, however, is FF3's downfall. Let's see...there's a blonde babe (been there, done that), a Haggar clone, (ditto)...a distant relative of Nicotina Caffeine and even a Dee Jay wannabe. Compare 'em to the likesable cast of *Samurai Shodown*, and you'll soon see what I mean.

As in previous *Fatal Fury* games, your fighters have the ability to fight in different "planes" of the background graphics. With various button combinations, you can move into the background or foreground for a total of three levels of depth. If you finish your opponent with a "lateral" attack (e.g. a flying kick) from the background plane

"...a force to be reckoned with."



Many fighters, more burns, more action.



EDITORS' RATINGS

CHRIS B. 9

The best *Fatal Fury* game yet—excellent special moves

CHRIS C. 7

After 3-D games like *Virus Fighter*, this sprite-based crap kinda leaves me cold

GEOFF 6

I personally hate this series.





SNK

PHONE
 (310) 371-7100

DEVELOPER
SNK

SIZE
 286 MEG

PLAYERS
 1 OR 2



There's some fatality action going on.



BREAKDOWN

- GRAPHICS** 8
Much better than King of Fighters '94
- SOUND/MUSIC** 7
Standard SNK audio, but nothing catchy.
- PLAYABILITY** 8
Cool new moves and a different combo system

OVERALL RATING **8**



to the middle plane) your enemy will scale into the foreground, or vice versa—a cool effect. It takes a while to get used to the three planes, but the computer-controlled characters jump in and out of them as easy as pie, often ducking into the background to step around a projectile attack that's been thrown at them.

You purchased a Neo-Geo for one of two reasons—either A) you made a huge mistake or B) you wanted to play all those nifty Neo-Geo fighting games at home (most likely the latter). *Fatal Fury 3* isn't the fighting game to end all fighting games, but it'll do. The visuals are solid, the sound is decent and—at long last—we have a correct English translation with Japanese voice-overs! If you've got the dough lying around (and you already own *Samurai Shodown II*) it's probably worth it. When I buy my Neo-Geo CD, I'll get this.

—Tyrone Rodriguez



CAPSULE REVIEWS

July 1995

SUPER NES

JUNGLE STRIKE • ELECTRONIC ARTS • 1 PLAYER • 16 MEG



For those who don't know, Jungle Strike is the sequel to Desert Strike, and the Super NES version has been long awaited. It's been well worth it. The Super NES version is even better than the Genesis version. Jungle Strike includes nine campaigns, including Washington D.C., South American jungles and rivers, a nighttime jungle mission, plus snow, islands and mountains. You control either a Comanche Attack Helicopter, F-117 Stealth Fighter, MX9 Attack Hovercraft, or Special Forces Assault Motorcycle. Confront the terrorist Kibaba and South American drug lord Carlos Ortega. It's all very exciting.

BREAKDOWN

GRAPHICS
Excellent graphics.
SOUND/MUSIC
Great explosions.
PLAYABILITY
You'll sit with it for hours.

OVERALL RATING
COOL 8
JUNGLE STRIKE

32X

WWF RAW • ACCLAIM • 1-4 PLAYERS • 16 MEG



WWF Raw features the World Wrestling Federation's live Generation of wrestlers—The New Blood, Kid Shawn Michaels, Big Daddy Cool Diesel, Bad Guy Razor Ramon, the Excellence of Execution Bret the Hit Man, Hulk etc. Play RAW in various matches: Royal Rumble or Survivor Series bouts, or tournament mode. What it all amounts to is a pretty typical wrestling game. Nothing since Saturday Night Slam Masters has proved much more than a mediocre success. I mean, I'm 100% Raw is no different. It's a good shock that most members of wrestling games are disappointed that most have nothing. Like the others.

BREAKDOWN

GRAPHICS
Good color.
SOUND/MUSIC
The crowds go wild.
PLAYABILITY
Play for a while as Dink.

OVERALL RATING
COOL 7
JUNGLE STRIKE

32X

BC RACERS • CORE DESIGN • 1 OR 2 PLAYERS • 8 MEG



BC Racers isn't your average BC Racers to be honest, but it could have played a little better. For example, it may not be like you're peddling your car, well, hey, it's got in the Stone Age. The race finishers' graphics aren't quite appealing and graphics not too impressive. But some of the "raced" will suit. You get to choose from several pairs. You will be the best of which are Diesel and Bob. Just don't get too into it, and Bob's got the dreads. So BC Racers isn't going to put any teeth in your trousers, but it is a nice little potential entertainment value.

BREAKDOWN

GRAPHICS
Some interesting characters.
SOUND/MUSIC
Nothing that'll make you scream.
PLAYABILITY
You might only play it once or twice.

OVERALL RATING
COOL 6
JUNGLE STRIKE

GAME GEAR

TRUE LIES • ACCLAIM • 1 PLAYER • 4 MEG



You play as Harry Tasker (Arnold Schwarzenegger), a top agent for Omega Sector, an ultra secret government agency. Harry's wife and daughter think he's a computer salesman. It's Harry's job to stop the Crimson Jihad, a fanatical terrorist group, from detonating stolen nuclear warheads. Weapons at your disposal include: pistol, uzl, shotgun, grenades and anti-personnel mines. True Lies is actually sort of an exciting game for the Game Gear. The six missions that must be completed are: The Chateau, Slopes, The Mall, The Park, Dock and Office Party. Lots of shooting makes this game as good as it is.

BREAKDOWN

GRAPHICS
The overhead perspective is fun.
SOUND/MUSIC
Suspensefully motivating.
PLAYABILITY
Harry can really move.

OVERALL RATING
COOL 7
JUNGLE STRIKE

MYST • PANASONIC • 1 PLAYER • CD**3D0**

The classic PC adventure comes to the 3DO and the result is exciting. While the graphics are slightly inferior to the PC CD-ROM version, there are no worries regarding installation since the 3DO is plug-and-play. The title itself is about as strange and relaxing as they come. Visit a land of rocketships, time travel, secret diaries and hidden passages and soothe yourself to the sound of the waves. With 40 hours of gaming on the disk, *Myst* will take you to another world.

BREAKDOWN

- GRAPHICS** Crisp, beautiful scenery.
- SOUND/MUSIC** Roll-ling sound, not how-ige suites.
- PLAYABILITY** An original adventure game.

OVERALL RATING**RISE OF THE ROBOTS • ABSOLUTE • 1-2 PLAYER • CD****3D0**

Perhaps the most striking game of all time, *Rise of the Robots* ironically features some of the best graphics ever seen in a beat-'em-up. In one-player mode, the Cyborg is the only character that may be selected. The Cyborg also only has two special moves. Two moves?! Though the 3DO's graphic capabilities make this a better-looking game than the cartridge versions, it's still to be avoided at all costs; if you're curious, you can look for copies in the "used" bin.

BREAKDOWN

- GRAPHICS** Cool 3-D robots, stunning sci-fi look.
- SOUND/MUSIC** Kill or music by Brian May. Nice effects.
- PLAYABILITY** This means per character? Lame.

OVERALL RATING**QUARANTINE • GAMETEK • 1 PLAYER • CD****3D0**

Quarantine had the potential to be a killer 3-D first-person shoot-'em-up. Set in a post-apocalyptic, crime-ridden world, the player drives a cab and must transport frightened citizens across town. The cab driver may now do whatever it takes to reach the destination, including shooting other vehicles, running over innocents, and creating havoc with a host of fun weaponry. Great premise; however, the choppy animation ruins the whole 3-D effect and the realism.

BREAKDOWN

- GRAPHICS** The animation is very choppy.
- SOUND/MUSIC** Great effects, but no music.
- PLAYABILITY** Very average 3-D effects. Gets dull fast.

OVERALL RATING**WICKED 18 • PANASONIC • 1 PLAYER • CD****3D0**

Just what we need, another golf game! But wait, *Wicked 18* is different, very different...because it's set in Hell! Go 18 holes in a satanic course filled with volcanoes, glowing red lava, dangerously high cliffs, forboding castles, sandtraps of doom, dark rivers and deadly bottomless chasms. With six different play modes and customizable golfers, playing the Devil's Open will be a trip to hell and back that you'll definitely want to take.

BREAKDOWN

- GRAPHICS** Big golfers, surreal course.
- SOUND/MUSIC** Hitting the ball is not so sound-so real.
- PLAYABILITY** Great for golfers, or non-golfers like.

OVERALL RATING**FUN N' GAMES • PANASONIC • 1 PLAYER • CD****3D0**

This game is sure to entice the single-digit aged set. There are lots of things to color. Plus a magical musical piano that allows players to write their own songs or play tunes on the disk with a wide variety of instruments. The most fun game is a virtual paper doll set that gives the player the option of cosplaying a boy or a girl. Hours and hours of fun will be had by a little boy or a girl—and then you can take the controller away and play a round of *Wicked 18*.

BREAKDOWN

- GRAPHICS** Colorful, the way kids like it.
- SOUND/MUSIC** Average Saturday morning fare.
- PLAYABILITY** Good for the little ones.

OVERALL RATING

RPG

Attack!

Super NES

SQUARE SOFT ANNOUNCES TWO NEW RPGs

None name that's practically synonymous with the role-playing game genre is Square Soft. You may be familiar with such Square Soft titles as *Final Fantasy* and *Secret of Mana*. This juggernaut in the genre is releasing two new games for the Super NES this year, each of which is sure to make your mouth water and your cheeks curl.

The first is *Chrono Trigger*. Slated for release in September, *Chrono Trigger* is already a very successful game in Japan. If you couldn't tell from the title, the plot involves a group of time-travellers out to set wrongs right in order to save the future. Unlike previous Square titles, *Chrono Trigger* will come equipped with several possible endings and 32 megabits of in-depth role-playing. A great plus to this game is the ability to name the players and even finish the game without the hero. Also, the huge cast of characters will give you many different adventurers to choose. This is one to watch for.

Also coming out this year is Square Soft's first U.S. made RPG, *The Secret of Evermore*. No more wading through a bunch of Japanese techie jokes and bad translation. *Evermore* is aimed at the pop culture of the good ol' U.S. of A. You play a B-Movie nut who, with the help of his dog, must visit four worlds to help restore the tranquility of Evermore, an artificially created world. One interesting playing feature to this game is that you can play as either the boy or his dog. Using the dog becomes quite important later on, when his heightened sensory powers are needed. The bosses and backgrounds of this game are SGI-rendered and should have a better look than most RPG games. Look for *Secret of Evermore* to be released some time in November.

TUMBLIN' DICE THE TSR WAY

Coming in July, TSR has a new strategy dice game that's sure to please "overrollin'" RPG head-bases. *Daegen Dice* is the name of the game and it works a lot like strategy card games such as *Magic*. You buy your set of 18 randomly chosen dice from the hobby store and from these dice your army strengths decided. Rolling the dice against an opponent, you try to rout their forces using magic and heroic lore. Additional packs of dice will also be available to beef up your army even more. The starter set of dice will run about \$9.95 and the twenty-die back-up "kicker" packs will be about \$8.95.

EARTH BOUND

GYIYG STRIKES BACK!



BREAKDOWN

GRAPHICS It looks like an episode of <i>Dobby's World</i> .	5
SOUND/MUSIC It's light, it's fuzzy, it's so darn out!	5
PLAYABILITY Plenty of neat things to do.	8

OVERALL RATING 6

GOOD

100% FUN

"It's like *Temple Run* meets *Dobby's World*."

Apparently, cuteness is now "in," and I'm not happy. *Earth Bound* is a wacky new RPG from Japan—supposedly a huge hit over there too. It tells the story of a young boy's fight to save the world from the terrible space monsters who have caused people and animals alike to develop nasty dispositions. Scary stuff. You—along with your dog and posse of Oshkosh B'Gosh-wearin' tough guys—must use every means available to see that the world is returned to its normal state.

First, let's start with the good stuff. *Earth Bound* has a great deal of depth. You're guaranteed many hours of gameplay to keep you busy. Also, the developers have included some clever touches, like a Blues Brothers-influenced band, public transportation and the ability to use ATM machines to spice up your wallet. Your Dad is constantly putting money in your account, so when you are running low on cash, just call on Bank of America.

Another excellent aspect is the option to talk to everybody in the game. Clues abound and if you want to do well, you'd better talk to everyone. But, don't fret if you miss something, because no obstacle in this game is completely insurmountable.

Also, you have a nerdy buddy who'll call you on your cellular phone every so often and tell you that he's developed a new invention that you can use to fight the enemy. Don't

worry about having to pick it up from his garage, though, because a delivery service will bring it to you for a small fee. And, if you're hungry, don't be afraid to order a pizza.

Unfortunately, for all of its good features, *Earth Bound's* infantile graphics made me want to gag. The characters look like the *Finstone Kids* and the atmosphere of the game is nauseatingly cheery. Some cool weapons might have helped, but you won't find any that are worth using;

that is, unless you think that a gnarly way to pulverize a bad guy is to whack him with a wiffle-ball bat. In keeping with the overall visual cuteness, the only objects you can interact with are kids' toys.

Not that it would come as a surprise, but the monsters in this game are laughable too. At one point you actually get accosted by a disgruntled guitar and some possessed vinyl records. This sequence is surpassed in stupidity by one in which your character is hosed down by a rampant fire hydrant.

Earth Bound is not a bad game if you like "cuteness." In fact, with a little violence and some more menacing weapons and creatures, this would have been an excellent RPG. Sadly, all *Earth Bound* has to offer is a Barney-esque romp in a McDonald's Playland.

—Geoff Higgins



EDITORS' RATINGS

BETTY

The characters are cute and the gameplay engaging—that's enough for me.

CHRIS B.

The graphics are goofy, but the plot and the characters are memorable.



Nintendo

PHONE

0800 255 3700

DEVELOPER

APE

SIZE

24 MEG

PLAYERS

1

Ogre Battle



You've waited, you've wished, and now it's here. *Ogre Battle* combines all of the elements that make a topnotch RPG: strategy, depth, magic, freedom to move and a plethora of monsters to do battle with.

The best way to describe *Ogre Battle* is to call it the next level of Sega's *Dark Wizard*. You start out with a small army of poorly-trained supporters. The bad guys have total control and it's up to you and your band of rebels to restore the old kingdom to its full glory. You travel from map to map, facing off with the enemy units, and strategy is the key to victory. Along the way you must liberate towns, castles and temples where you can gain information about hidden objects and communities. Once you take control of an area, you may return there for visits, searching the local forests and mountains and talk to the inhabitants.

As in most RPGs, you gain experience as you fight; when you've collected enough, your level will rise. Once you reach a certain level, you're given the option to change your class and pursue another career, whether it be Dragon Knight or Cleric.

Another cool aspect is that your army doesn't discriminate. Dragons, giants, wolves and other creatures are allowed to join your ranks for the fight against evil. However, you must form your units carefully. You can only have five "small" characters or three "large" characters in any one unit. So, think before you enlist the aid of a monster; it may not be productive.

The graphics, while not exactly earth-shattering, are above average. The World Map is nothing to look at, but it's just a map. The combat sequences are where the majority of time is spent. Each character and monster is detailed and original. When your troops change class or become more powerful, you'll see a change in the icon. The spell effects are also great to look at. Engulf your enemy in fire or blast 'em with a shower of ice.

A feature that I thought was very inventive is the use of tarot cards as integral parts of the game. To start the game, a mage asks you questions about yourself and draws cards to determine your type of personality. How you answer these questions will affect


ENIX

PHONE
 (202) 885-9611

DEVELOPER
 QUEST

SIZE
 24 MEG

PLAYERS
 1



...This game'll keep you playing for hours!"

what class and strength your character is when you start the game. Whenever you liberate a town, you are given a tarot card. The picture on that card determines whether good fortune or bad befalls the town and party. Emperor and Priestess cards will make the folks happy; Death or the Hangman's Tree will not.

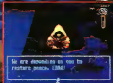
After you pick the card, you are given the option to hold on to it for use in battle. All cards have a positive effect in battle. Call the mighty Loki or Merlin to attack the oncoming hordes. Give your troops an added strength or defense bonus to tip the scales. You can only have up to 14 cards at any one time, so don't be stingy.

Other facets of this game add greater dimension to this stellar strategic adventure. In towns you can buy items to strengthen your army as well as recruit monsters and mercenaries to do your bidding. Along the road to the next

town or castle, you may run into a neutral entity who—depending on your strength and charisma—may be persuaded to join or fight you.

I can't say enough good things about *Ogre Battle*. There is so much going on in this game that you feel as though everything you do has a greater importance. Your popularity and respect levels are affected by everything; you can lower it by routing inferior forces with your most powerful unit, or boost it by properly dealing with the many enemy leaders you talk to. This attention to detail—not to mention the game's 12 possible endings—make *Ogre Battle* one of the most in-depth and dynamic RPG games now available for any system. The replay value of this game is extremely high, offering hundreds of hours of happy exploration and conquering. Highly recommended; this one is definitely worth purchasing.

—Geoff Higgins



A little fireworks to celebrate the victory.



EDITORS' RATINGS

TYRONE 9

If this game was any better, I'd go out and buy another SNES.

CARE 8

A stunning RPG which takes many of its best features from classic wargames. I loved it!

CHRIS B. 8

A thoughtful, detailed epic.

BREAKDOWN

GRAPHICS 7

The battle scenes are great to watch.

SOUND/MUSIC 7

Epic music for an epic game.

PLAYABILITY 10

Great depth and replay value!

OVERALL RATING 9

EXCELLENT

9

VIDEO GAMES

POPFUL MAIL

Sega CD

STRATEGY

by Tyrone Rodriguez



Though the amount of total playing time may pale in comparison to epics like LUNAR: THE SILVER STAR and VAY, POPFUL MAIL is a challenging and entertaining game. We've opted not to print maps of game areas—that takes the fun out of it—so this strategy guide will center around tasks which must be accomplished on specific levels. We'll also explain what the bosses' weaknesses are, and how to beat them.

Also, be aware that some areas in this guide are intentionally vague. We don't want you to be dependent on someone else's skill; search, fight and have fun!



WORTH MENTIONING



▶ You begin your quest as Popful Mail. As the plot progresses, Mail will be joined by Totto (the apprentice to Muttonhead) and Gaw, a little blob. Mail is the fastest of the trio while Gaw is the most powerful. Though Totto is, in my opinion, the lame duck of the bunch, he isn't totally without merit; some of his weapons are great for reaching enemies that can't be touched by his companions. Totto is also stronger than Mail during the first half of the game.



▶ What other characters say and do depends on which player-controlled character is in use when the other person is encountered.

▶ Mail is very useful for scouting out levels to see what lies ahead. Tatt can be used against some enemies and to conserve Mail's and Gaw's energy. Gaw is the best for bosses because his weapons are a few points more powerful than the others'. Gaw can also reach ledges and make jumps which couldn't be accomplished with the other characters.



▶ Bananas and Apples are the best fruits to buy. They don't cost an arm and a leg, yet they refill a sufficient amount of life.

▶ One of the best strategies is to save your progress often. Saving gives you many options. You should get into the habit of saving the game as soon as you are in a new screen. Once you have done this, you may search the level freely without worry of losing your game. This method is useful if you're trying to beat a certain time. You can basically memorize the level, then load the saved game and fly through the area.



▶ Blocking attacks can be very useful. It's easy to do as well: Simply press and hold Down on the D-pad. Blocking doesn't always stop attacks—some are far too powerful—but it's helpful against smaller fireballs and projectiles. As a general rule, blocks won't stop sharp objects such as swords, spears, sickles, etc.



STRATEGY

Slick

ELF WOODS

Mail begins her quest in Elf Woods. She unfortunately bumps into Slick for the first time here; he occasionally pops up to annoy the three heroes and make you laugh. At the village on the east end of the woods, Mail can purchase Leather Mail and a Wood Shield. I'd recommend doing so. While you're at it, load up on fruits. At the top of the mountains, Totto will ask Mail to defeat a Mad Bomber.

To defeat the Mad Bomber, you must position yourself on the farthest left platform. When he jumps on the platform right next to you, Mail can hit him up to three times. As soon as he jumps over you to the platform you're currently on, jump to the other platform. This pattern can score you a perfect battle.



TRESUN

The map for Tresun is very linear, so you won't need help find-

ing your way around—but you may have trouble trying to beat the magicians who are holding Namor captive.

To defeat them, use a pattern of ducking (to block) then counter-attacking the nearest magician. You can trap all four if you're quick about it. Once you've saved Namor, he will reward you with 500 gold pieces. You can use this money to buy a Dagger at the weapon shop (this will be useful against the level boss.) You should also buy the Leather Mail and Wood Shield if you haven't done so already. At the top of the tower, you will fight Thrustmaster.

Thrustmaster isn't overly difficult, he's just strong. You should have the dagger equipped. Maintain a steady rhythm of jumping and throwing daggers. By doing this, you can avoid about 50% of his bombs and seismic bursts. If you run out of daggers, hide in the far left crevice. Bombs rarely reach Mail there. Once the dagger power has regenerated you can finish him off.



GOLEM TOWER

STRATEGY



Golem Tower has but one enemy: the Wood Golem. This boss can be tricky if you don't have a battle plan. Mail must destroy Golem's body, then his head. His head will call a new body if you are too slow in destroying it. While Golem has a body, he cannot pass over the wood planks above the stairs; use this to your advantage. When Golem comes around with his power side, throw as many daggers as possible. While throwing daggers always maintain a ducking position; this will keep Mail safe from Golem's rocket punch. If you run out of daggers, go to the left end of the play field and allow the dagger meter to regenerate. (Don't worry about Golem's power; the damage you inflicted will still be there.) Once Golem's first body is destroyed, go for the annoying, bouncing head. If you're good you can knock off about 50 HP from the head with your sword. When the head reaches the middle of the play field it will bring forth a new body. Repeat the pattern mentioned to win.



Great job, numbskull! Your little homemade plan backfired! And now, you're trapped.



Took the bomb from Slick.



WIND CAVE



Though Tatt is now available as a selectable character, Mail is still the best to tackle the Wind Cave. The first thing you should do is head to the southeastern corner of the cave to encounter Slick. He will trap himself in the cave. By visiting Slick right away you'll save yourself a lot of time. Now head towards the left and you'll run into Gaw; he'll run away. Go back to Slick, from whom you will get a bomb to clear the wall. Go to the left where you saw Gaw and bomb the wall (it happens automatically.) Get all the goodies and the hammer and head back to Slick. After you free Slick he will repay you by stealing the hammer.



FOSSIL ROCK



Try to find Gaw as soon as you enter the cave. He's one screen to the left and one screen up. After you have ascended somewhat, you will find a bridge with a few broken pieces which leads to the right. At the end of the bridge, you may either go up or jump down and to the right. Go down (going up will lead to some gold bullion). Gaw will now ask for help. Head for the Gaw village at the far left. Once you reach the village, buy Popful the Chain Mail and Round Shield, then get Tatt the Dyno Cane, Earth Robe and Earth Charm—load up on fruits as well. Talk to the Gaw guarding the village; she will give you a ladder to save Gaw. Rescue Gaw in the place where you first saw him, then get the goodies to the top right. Boney Rubberer awaits you. Surprisingly, Boney is one of the easier bosses. Use Tatt and equip the Dyno Cane. Duck under his horse charges and throw daggers to his back. He will rarely hit you with his swinging sword and you will rarely miss if you aim for his back. You'll finish him easily. Release the captive Gevis and head back towards the village. You may now cross the water which was inaccessible before. In the treasure room, there's some gold bullion and a key which can be used on a door in the Wind Cave.

Took the Ladder.



Took the Door Key!



Nuts Cracker is destroyed!

The Hot Springs area is very straightforward.

You can gather some information at the west side of the level. The boss of this area, Nuts Cracker, is located at the right side of the level map.

To defeat this menace, use Tatt once again. Equip the Dyno Cane; it's much faster than the Fire Cane. Nuts Cracker will jump back and forth. Hit him when he leaps towards you and time another shot to hit him when he jumps back. When you run out of ammo, go to the right by the ladder leading to Nuts Cracker. After your weapon has regenerated, finish him off.

DEVIANT DEN

Squat fools! They trapped me in my SLEEP!

This is probably the first really difficult level. The enemies are tough. The Weapon Shop in this level has the Electro Cane waiting for Tatt and the Boomerang for Mail. It is very important that you purchase both of these weapons.

Here are the necessary tasks to beat this level: Meet Gaw right below the Weapon Shop. Get the prison key within the same vicinity where the Weapon Shop is located. Talk to Muttonhead. After you have spoken to Muttonhead, go back to see Gaw. You will then have to fight the Thunder Dragon.

Use Mail and her boomerangs against Thunder Dragon. Position yourself right in front of the incline and throw your boomerangs with an arc upwards. You can get hit here, but you will hit the Dragon and his smaller guardians. Use a fruit if your life gets too low. Head to Panic Peak from here.

PANIC PEAK


As in Golem Tower, there is only one enemy here, the boss. This time you fight the dragon, Goradus. Choose Tatt as the fighter and equip the Electro Cane. Goradus cannot be harmed from behind, so when he walks towards you, jump up and hit him with the cane a few times and run away. He will jump and cause some rocks to fall, then he will charge at you. This pattern must be repeated to defeat Goradus. Again, if you run out of ammo, head to the left and recharge. You'll likely end up using a few fruits in the process. After he has been beaten, go back to speak with Gaw.

MINE

STRATEGY

MINE

Sure, I know about the legend of the Black Seal.



Be sure to buy Mail the Large Shield and Plate Mail. Totto should get the Gale robe and Charm. Gaw should buy the Iron Claw, Plate Mail and Steel Band. Here's what to do: Head to the top of the tower (this is becoming a habit) to meet Glug. Next, go talk to the guards of Venuncio who are blocking your way. Now talk to the senile miner looking for gold. He says that some gold would refresh his memory. There are at least six pieces of gold bullion lying around somewhere on this level; find them. Bribe the miner and head back towards Glug, he will give you a Mythril Trinket. Finally, go see Venuncio.




Use Mail and the Short Sword to destroy the Happy Flames of Death. Begin from the left side and eliminate the flames by jumping and swinging your sword. Enter the door to the left after you've beaten the flames.



ZOTH SHRINE




Ooooooh, sweetcake, you look just FINE from here.

The first enemy you'll encounter is the Mythril Guardian. Use Mail and her boomerangs, tossing them with an upward arch while avoiding the Guardian's arrows, spears and drill attacks. Once the Guardian begins to bounce everywhere, anticipate its landing position.



Sven T. uncommon follows the Mythril Guardian. Defeat this pea-brain with Gaw and the Iron Claw. Jump straight up; while airborne, tap forward so you're close enough to hit Sven once with the Claw (be sure not to jump over Sven.) By having Gaw constantly jumping, Sven will usually remain stationary and you can avoid all three of his attacks: Repeat and defeat... for now.

At the shop in the shrine, buy a minimum of one of each item. You'll need at least one amulet for sure later. You will run into Sven again in the shrine. The second time he morphs into Chargon. Chargon can be defeated with Tatt or Mail—it's best to use Mail, though. If you decide to use Tatt, equip his Electro Cane. If you're using Mail, give her the boomerangs. Position your character's left foot to the immediate right of the central crack on the floor. Maintain a ducking position, this also helps you to block the fireballs. When Chargon tosses his sword, throw the respective projectile with an upward arch and immediately duck to avoid the sword on its return flight. Easy, po?



FORT FRIGHT

This is the last battle with Sven. He now morphs into a semi-invincible boss. Use Tatt against the Fire Golem. This battle is tricky, so bear with me.

Position Tatt in the center of the platform. From here, fire your Electro Cane at the Golem's heart. The Golem isn't defenseless—he has a sword which he throws straight ahead. When you see his arm pause for about a second, that's a tip-off that the sword is about to be thrown, so watch out! Instead of constantly jumping, use an amulet when fireballs or his sword are flying towards you. After the immediate danger is over, disable the amulet. If you don't, you won't have enough amulet power to last you the whole battle. When you run out of ammo, head back to the left to recharge.

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Time Warner Interactive	—	CVR#3

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Once you've found the Weapon Shop, buy Mail the Flame Sword, Silver Mail and Silver Shield. For Gaw, purchase the Fire Breath, Silver Mail and the Silver Band. Tatt should receive the Star Cane, Moon Robe and Moon Charm. There is no boss in this level, but it is a good place to earn money if you don't have the necessary weapons.

MT. RIP



Slick has been frozen and is in your way. Once Slick has been partially thawed, go to the mine and talk to the first miner you see. He will give you the pot of coffee to free the Slickster. Wriph, the first of Kazy's twin sisters, awaits you at the end of this maze.

Use Gaw and his controllable Fire Breath. Try to keep the ice balls to a minimum by jumping and hitting Wriph and her projectiles. Since there is no safe spot, use an amulet to recover Gaw's fire power. She is easy when she is controlled.



GYP SHIP

The enemies on this ship are extremely powerful. The best strategy is to equip Mail with an amulet and run to the right like mad until you can go no further. At this point, use Gaw to make the jump. Continue to the right until you encounter a pirate by a door. That's Wriph's door.

Defeat Wriph using the exact pattern that was used against Wriph. Just be much more careful; Wriph is much stronger than her twin.



STRATEGY

CRYSTAL TOWER

This another one of those single-enemy levels. The trio will face the penguin king's doppelganger. He assumes two different forms. Use Gaw and his Fire Breath against the first form. It can be beat by hitting it in the eye. When its eye is closed, it cannot be harmed. Ground Lightning is the first form's only method of attack. The lightning is slow enough to jump over.

The second two-headed form attacks in several ways. It throws a blue fireball which should be jumped over. Don't worry if you don't, it only sends you back a bit. It also emits three spears which are easily avoided (just hold some distance.) The morphing lightning ball to the wall can be taken as a hit—not a good idea, considering the 45 HP you lose if you have the best armor—but if an amulet is in the inventory, it can be used to walk through the wall without harm. Aim for the heads and it'll be over quickly. After you defeat it you will have the third orb. As a show of gratitude, the king will give you the almighty Auro Weapons. They're great!



Well, we've lead you through most of the game. All that's left is Kazyr's domain; then it's on to Morgal, Necros and the Overlord. Have fun and don't forget to buy the Golden Armor when you get the chance!

SPORTS WIRE

VR SPORTS: THE NEXT GENERATION

A new age of sports games is upon us. Interplay has announced that it is starting a new sports division called VR Sports. The first title to be released under this new label will be *VR Baseball '95*, scheduled to appear at the same time as Sega's release of the Saturn.

VR Sports' games will use advanced 3-D polygon engines to generate truly three-dimensional games. In *VR Baseball '95*, you will be able to switch the camera angle of the game to any point you wish. Scrolling and angle switching will be fluid and seamless.

The new division will be focusing mainly on development of games for

Saturn, although there will be available titles for both PlayStation and PC CD-ROM. The VR Sports team consists of 25 programmers, artists and marketing personnel.

VR Sports will be following up *VR Baseball '95* with Hockey and Basketball games.



Sensors are placed strategically on certain parts of the body.



Two members of the VR Sports think tank.

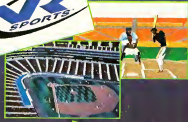


THOMAS HITS THE BIG TIME WITH "BIG HURT" BASEBALL

Not to be outdone by his athletic rivals, Chicago White Sox first baseman Frank "Big Hurt" Thomas has entered the video-game arena. *Frank Thomas "Big Hurt" Baseball* is coming to a platform near you. This is the first game to utilize Acclaim's motion-capture technology, with Thomas' real-life movements and mannerisms recorded in a high-tech studio that's said to be the most advanced of its kind. Using this new technology, Acclaim plans to take Thomas' title to new levels. Expect the two-time MVP's game to hit the streets early this fall.



During the baseball strike, Big Frank had plenty of time to hang out at the Acclaim studios and play NBA JAM T.E.



PEBBLE BEACH GOLF LINKS

"...just as good as a relaxing day on the course."



BREAKDOWN

GRAPHICS	9
SOUND/MUSIC	7
PLAYABILITY	7

The courses and players look very real. It's golf. What'd you expect? Pop's gamers love this one.

OVERALL RATING **7**



The scenery is so beautiful you'll think you were there.



If there's one thing in the video-game world that you can always count on, it's this: When a new system comes out, a golf game is soon to follow. I guess if your dad's paying for the thing, it's a good idea to have a game he'd be interested in playing himself.

There are so many golf games on the market, it would be impossible to get a running list that states which are the best. You can rest assured, though, that no matter how that list turns out, *Pebble Beach Golf Links* for the Saturn will be resting comfortably somewhere near the top of that list.

True, it's a little unfair to compare games developed for systems that are grossly out-gunned by the Saturn; *Jack Nicklaus Golf* for the Genesis hardly has a fighting chance here. But the developers of this game did a great job of recreating *Pebble Beach* and giving the game a realistic feel.

One aspect of *PBGL* that's a great

asset is the Statistics section. Not only does it keep extensive records of up to four players, it also keeps hole data and records of the course's most astounding shots.

Another facet which makes this game stand out is the higher difficulty involved in making a perfect shot. *PBGL* incorporates more features in the shot set-up, from where your feet are planted to where you place your tee.

One annoying feature is the caddy/golfer interaction. Even though you can skip through these proceedings, the game's quality is temporarily suspended due to the choppy animation of the golfer and caddy.

If you have a Saturn and you like golf, get this game. Electronic Arts' *PGA* golf games for the Genesis may be more fun, but they haven't yet matched the evocative graphics and sounds of this simulation.

—Geoff Higgins

SEGA

PHONE

0800 USA SEGA

DEVELOPER

THE SOFT

SIZE

CD

PLAYERS

1 TO 4

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ League Characteristics
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official Course
- ✓ 1 1/2 1/3 1/4 3/4
- ✓ Players

EDITORS' RATINGS

CHRIS C. 8
Great sound and FMV but it's golf just the same.

CHRIS B. 7
There's plenty of room in the Saturn software library for an innovative golf game; unfortunately, this isn't going to distinguish the medium from the 3DO or any other high-end system.

WORLDWIDE SOCCER



First and foremost, the question everybody has on their minds is: Does *Worldwide Soccer* compare to the soccer game, EA's *FIFA International Soccer* for 3DO? The answer is...yes! If you don't want to buy a 3DO to experience the closest thing to soccer without getting wet, you can now try it out on the Saturn instead. *Worldwide Soccer* is a definite striker.

If you're a high-and-mighty American who regards soccer as a sport for "wimps" and favors mainly sports like basketball and football, you should think again. A soccer field is longer and wider than a football field, and—unlike the stop-start action of football—a soccer player has to be constantly moving, running up and down the field, trying to kick around a little leather ball. It's tough, and that's why it's the most popular sport in the world. *Worldwide Soccer* accurately brings this fast-paced game to life.

To begin with, you have the option of playing an exhibition against a friend,

two league competitions and the tournament competition, which allows you to fully get the competitive edge by playing a complete World Cup-type elimination tournament. You can



choose between a host of international teams, including my favorites, the British. Unfortunately, you can't play in a solely English league against killer teams of chip-eaters like Arsenal, Manchester United, Tottenham Hotspur or Newcastle City. Maybe someday soon I'll get my wish.

Control is handled by three of the Saturn's buttons. On offense, "A" is

used to kick

long, "B" passes and "C" centers; on defense, "A" slides, "B" is for stealing and "C" is used to switch players. It's a simple, elegant system which allows you to focus your attention on playing the game rather than what combination of buttons you need to do a slam dunk or some nonsense like that. In fact, I found that *Worldwide Soccer* allowed me to think quite a bit more than the actual sports game while still making me scream at my television in rage, frustration and delight.

In grand *FIFA* tradition, you have a choice of four different camera angles to view the game with. Once you become adept at the game, you'll be using the camera angles like a pro. Combined with the handy radar (which lets you see the location of all men on the screen), you'll be a passing fool.

One of the coolest options you have in *Worldwide Soccer* is the ability to change different aspects of your defensive strategy. Let's say the man in your



You can change camera angles the moment you hit the pad to.



It can't run on its own strengths, but you can make any one of them into a winning strategy.

EDITORS' RATINGS

CHRIS G. 9

A great soccer sim. As playtime as soccer gets on a game system.

GEOFF 8

I still like FIFA better.

CHRIS E. 7

Very impressive, but still. More camera angles and options would have helped.



BREAKDOWN

GRAPHICS 9

Great use of the Saturn's capabilities.

SOUND/MUSIC 7

The music sucks, but check out the "Goal!"

PLAYABILITY 8

I couldn't stop myself, even though I had to.

OVERALL RATING 8

8



backfield aren't defending to your expectations. During halftime, you can switch them around in the option screen. This gives the "auto-pilot" of the game a rough guide to defend your goal by. Have you ever been confused by the millions of play options that football games give you? Does anybody ever think that those plays are all bunk and your men just run around like decapitated chickens? That's what I always thought, but in the case of *Worldwide Soccer*, you can tell that's simply not true.

I seriously can't find much fault in *Worldwide Soccer*, except for the bothersome fact that there aren't any soccer hooligans to follow your team from game to game. There should have been a space on the option menu for it. The game's controls are intuitive and will be easily picked up by novice players. The versus modes are exciting and action-packed and the two different league options make for addictive repeat playing. Sports games aren't usually my thing, but *Worldwide Soccer* made me reminisce about the days of my youth in the AYSO (American Youth Soccer Organization) and all the fun I used to have back then. Heck, maybe I should have gone to a World Cup game last year.

—Gabe Soria



PHONE
 (800) USA SEGA
 DEVELOPER
 SEGA
 SIZE
 CD
 PLAYERS
 1 OR 2

"Worldwide Soccer looks just as good as FIFA 3DO."



BREAKDOWN

- GRAPHICS** 6
Nothing to write home about
- SOUND/MUSIC** 4
Too much of that stupid crowd noise.
- PLAYABILITY** 5
Confusing and inconsistent.

OVERALL RATING 5

Even the best baseball video games are little more than interactive movies—much more time is spent viewing the results of plays than is spent actually manipulating the controller. To be considered a success, games based on the American pastime need to offer little more than a reasonably accessible slew of statistics and an easy, fluid method of player control. Even by these meager standards, *The Sporting News Baseball* from Hudson Soft fails to impress.

Most of the statistics essential to a decent baseball simulator are present here, but they don't mean much in terms of affecting game play, nor do the characters physically resemble the players they represent. *Sporting News* tries to be more of an arcade-style game than a simulator, and as such makes attempts to ensure that play goes quickly, smoothly and according to set patterns. (In other words, not at all like real life.)

One to four players can play at once in one of three stadium styles. (Okay, the "Dream Field" playing field is kind of cute, but facsimiles of actual ballparks would have been better.) Players can choose the level of control they wish to have over

their team, either automatic or manual, but manual control tends to be jerky and confusing. Control of individual characters during batting and pitching situations isn't much better. Whenever a ball is pitched or hit, it's difficult to determine whether its trajectory was a result of player interaction or just random chance. For the most part, it's a good idea to sit back, intercede as little as possible and let the computer help you win the game.

Sporting News is highly reminiscent of *Tommy Lasorda Baseball* for the Genesis, or even the original *RBI Baseball* on the NES. The characters are choppy and poorly rendered, background fields consist of the same patterns repeating over and over, and the repetitive, corny music and rainstorm-like cheers of fans would seem more at home on a game from the early '80s.

Baseball video games do serve a purpose, but that purpose is usually better served than it is by *Sporting News Baseball*. And with the strike finally over and a new season of games to watch on TV, playing through nine innings of a video game of this low quality should seem all the more unbearable.

—Dan Veber



PHONE
 (415) 871-8805
 DEVELOPER
 HUDSON SOFT
 SIZE
 8 MEG
 PLAYERS
 1 TO 4



Watching a game on TV should prove much more rewarding.

EDITORS' RATINGS

GEOFF 6
 Not at the level where a baseball game should be in '95

CHRIS B. 6
 This is actually one of the first of Hudson's popular Power League baseball games to escape from Japan; unfortunately, the look and feel of the game are dated

Super NES players have grown accustomed to far better graphics than these.



BASS MASTERS Classic

Reel the sucker in!

BREAKDOWN

- GRAPHICS** 8
Underwater scenes are cool.
- SOUND / MUSIC** 7
Hear your lure make a popping sound.
- PLAYABILITY** 8
Have fun trying to get the bass to strike.

OVERALL RATING 8 GREAT
V.G. GAMES

Now you never have to leave your trailer to go fishing! Malibu's producers have really outdone themselves with this new fishing release, *Bass Masters Classic*. Just imagine: All of the little things that bugged you about *Super Black Bass* have been corrected and all of the things that you loved have been enhanced.

Bass Masters Classic is a great game. As in *Super Black Bass*, the objective is to become one of the best bass fishermen by competing at five different tournaments on five different lakes. Lure selection and manipulation—along with a good sense of where to fish—are necessary in order for you to be successful.

In each tournament, you have three days to climb into the top five of a 40-man group. If you manage to maintain your position, you receive the honor of competing in the next tournament.

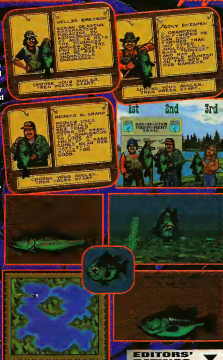
The first major improvement over the old *Super Black Bass* is the addition of a bait shop where you can purchase lures and upgrade reels, rods, outboards, fish finders and line. If you want, you can also talk to the proprietor and maybe he'll give you a little free information. This is all very important because it allows you to equip yourself better for the task at hand. If you're sick and tired of having your line snapped, just cruise in and buy a heavier one.

No longer do you have to strain your eyes searching out fish on an overhead view. Now, you're right in the water with a "Mode 7" first-person view of your lure and the surrounding area. The fish are dark and easily distinguishable from the background. Also, it's now easier to gauge how far your lure is from the bottom, so you'll know if you're reeling in on the plane where the fish are to be found.

Bass Masters Classic has greatly improved all of the areas of *Super Black Bass*. It's easier to fight the fish early on; they are easily distinguishable and there's a lot more excitement. If you were a fan of *Super Black Bass*, then you're gonna love *Bass Masters Classic*. And if you've never played, I recommend that you take a look. It's a whole lot more fun than you would think.

—Geoff Higgins

**"IF YOU LIKED SUPER BLACK BASS,
YOU'RE GONNA LOVE THIS!"**





PHONE
0180 501-1310

DEVELOPER
T+HQ

SIZE
12 MEG

PLAYERS
1

EDITORS' RATINGS

- CHRIS B.** 8
As a fan of fishing games, I found this to be one of the best.
- CABE** 7
Fishing on the SNES might seem idiotic, but this game is challenging and hypnotic.
- DAN** 7
Surprisingly engaging.

Head-On Soccer

BREAKDOWN ▼

GRAPHICS 7

Blat, but super-smooth and very fast.

SOUND / MUSIC 7

Annoying music, but great crowd effects.

PLAYABILITY 6

Lightning-fast sport sim with an arcade feel.

OVERALL RATING ▶

8
VIDEO GAMES

"Well-done, but hardcore soccer fans will probably still go for FIFA."



PHONE

(415) 693-0297

DEVELOPER

U.S. GOLD

SIZE

16 MEG

PLAYERS

1 OR 2

Soccer games come and go, but never really have much effect on the gaming world. *FIFA International Soccer* from Electronic Arts kind of changed that. The radical isometric 3-D perspective, cool gameplay and awesome animation made it a sure-fire hit. U.S. Gold has obviously taken this to heart, because *Head-On Soccer* looks almost identical.

There are a few differences. *Head-On Soccer* is a lot less complicated. There are fewer options and the animation is nowhere near as good as in *FIFA*. The other major difference is speed. I think the players in *Head-On* might have drunk a little too much coffee this morning. The soccer players rush around the screen at breakneck pace and sometimes the action is almost too quick to keep track of. After a little practice, though, you'll discover that this is only half the fun.

Once your passing skills have been mastered, the game ends up being more frantic than a basketball sim. The ball goes from one end of the pitch to the other in a

matter of seconds.

The graphics are for the most part pretty bland. The color and texture of the grass varies with the location of the match and that's about it. There are some decent-looking cinemas to break up the monotony and the now-standard multiple action replays.

Music and sound effects are pretty disappointing, although the chanting and droning of the crowd is still pretty cool. You can almost smell the anger and passion of the supporting fans.

The big question you have to ask yourself is this: Should I bother buying this over *FIFA*? The answer isn't so simple. Do you want a realistic, complicated, option-packed simulation, or a fast action arcade soccer game? If your choice is the latter, then get *Head-On Soccer*. This is a classy little number with the kind of long-term appeal that only really good sports games can offer. Hardcore soccer fans will probably still go for *FIFA*, but even they should check this out first.

—Frank O'Connor

EDITORS' RATINGS ▼

GEOFF 7

Not bad, but it's no competition for *FIFA*.

TYRONE 6

I like the game speed, but realism is sacrificed.

DAN 6

Decent gameplay, but nothing really new.

TEAM SELECT

CANADA

HONDURAS

- ✓ Exhibition/Tactics Mode
- ✓ Injured/Saves Mode
- ✓ Swappable Music
- ✓ Substitutes
- ✓ Team Construction
- ✓ Talk on Construction
- ✓ Battery Backup
- ✓ Resaved Backup
- ✓ Instant Replay
- ✓ Off-Field Camera
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5
- Players

While the Genesis is still the system for the best sports games, 3DO is ripping at Sega's boot. The newest addition to the growing library of quality sports games for the 3DO is *Slam 'N' Jam*.

If you're looking for a simulator, this is not for you. The players in *Slam 'N' Jam* are fictional; Shaq and Charles Barkley are nowhere to be seen. Fortunately, the play is realistic. You can't leap 20 feet into the air and do a 720° dunk.

The viewpoint in *Slam 'N' Jam* is from behind one of the backboards. As in Konami's *Run & Gun* arcade basketball game, the perspective works quite well.

There's a certain amount of added intensity from seeing a play unfold up close and under the hoop.

Another cool aspect of the game—one that's missing from other b-ball games—is player detail. Each player on the court is clearly distinct. You know without even seeing their jersey number who they are. This allows you to make faster decisions concerning who you should make a pass to or who should shoot.

To add to the realism of the game, the developers of *Slam 'N' Jam* have made it harder to pass than in the average basketball video game. No longer can you just press the pass button all you want, moving the ball around to anyone you wish. If your guy isn't open, the pass will be intercepted. *Slam 'N' Jam* makes you work the ball to your players, increasing the strategy of defense and the difficulty of offense.

You can't talk about a hoops game without mentioning the different types of dazzling dunks and fancy passes. In *Slam 'N' Jam*, the dunks are spectacular and there are plenty of behind-the-back passes and alley-oops to be had. With the players being so big, all of these moves look much cooler.

The one drawback is that the animation isn't as smooth as it should be. With such large characters, more frames of animation would definitely be needed to make their movements more fluid. Other than that, *Slam 'N' Jam* is a solid basketball game that is a must for sports fans with 3DO systems.

—Geoff Higgins

SLAM 'N' JAM 95



The players may be different, but you'll recognize the courts.



BREAKDOWN

GRAPHICS Big, detailed hoopsters abound.	8
SOUND/MUSIC The announcer thinks he's Johnny Most.	7
PLAYABILITY Behind-the-backboard view really works.	8

OVERALL RATING **8**

EXCELLENT
Video Games

"...A MUST FOR SPORTS FANS WITH 3DO SYSTEMS."

- EDITORS' RATINGS**
- ✓ Exhibition/Practice Mode
 - ✓ League/Season Made
 - ✓ Tournament Mode
 - ✓ Exhibition
 - ✓ Team Construction
 - ✓ Hoops Construction
 - ✓ Referee Backup
 - ✓ Forward Backup
 - ✓ Invert Replay
 - ✓ Official Score
- Players: 1 2 3 4 5

CHRIS C. 9
Finally, a basketball game with characters that are really huge. Overall excellent sound and play.

RETT 8
A really cool basketball game—great 3-D effects and scoring. I'd pay for it.

CRYSTAL DYNAMICS

PHONE
(415) 473-3434

DEVELOPER
CRYSTAL DYNAMICS

SIZE
CD

PLAYERS
1 OR 2



STATS

F	3	M	REB	AST	PTS	STL	BLK	TOV
05	0	1	1	1	20	0	0	0
05	0	0	0	0	88	47	20	8
07	0	0	0	0	11	23	49	81
07	0	0	0	0	79	79	91	89
02	0	0	0	0	76	93	71	89

HOME CHARLOTTE



W

ell, here you go—another attempt at a baseball cart franchise from Electronic Arts.

Between John Madden Football, NBA Live and NHL Hockey, EA has figured out a successful formula for three of the four major team sports...and let's not forget the incredible FIFA Soccer series. Somehow, baseball has eluded EA's grasp. From MLBPA to Tony La Russa, there hasn't been a blockbuster worth an annual sequel, and Sega's tremendous World Series carts have driven the Genesis baseball stakes ever higher.

All whining aside, Triple Play Baseball isn't a bad game.

The problem is that it's getting hard to tell the difference

TRIPLE PLAY BASEBALL

between it and most of the other baseball games for the Genesis. Here's a breakdown of some of the game's features: MLBPA players, baseball teams, baseball stadiums, infielders, outfielders, batters, statistics, a full season mode and the words "Home Run" in big letters when somebody hits one. Not much more to this game than others.

However, Triple Play Baseball does have a few new features which do spice it up, most notably an All-Star game based on

player performance, the ability to sign and create your very own rookie players and the influence of hot and cold streaks on your players' performances.

Triple Play Baseball is another fine EA Sports entry. However, there is nothing here that's going to revolutionize the baseball cart genre. Maybe the new features should have been added to the La Russa cart just to avoid confusion.

—Geoff Higgins

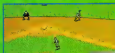


Can you tell the difference between team uniforms?

- EDITORS' RATINGS**
- ✓ Exhibition/Trojan Mode
 - ✓ League/Season Mode
 - ✓ Tournament Mode
 - ✓ Substitutions
 - ✓ Free Constructive League Construction
 - ✓ Battery Backup
 - ✓ Password Backup
 - ✓ Feature Replay
 - ✓ Official Sumos
 - ✓ 1 1/2 1/3 1/4 5 Players

EDITORS' RATINGS

- BETTY** **4**
Great attention; I like it when the players split.
- GABE** **6**
Good music, and real players are a definite plus.
- CHRIS B.** **7**
Great attention to detail, but the screen scrolling is too choppy.



BREAKDOWN

- GRAPHICS** **6**
Pretty smooth, but nothing special.
- SOUND/MUSIC** **6**
An obnoxious umpire calls balls and strikes.
- PLAYABILITY** **7**
The ability to create your own players is key.

OVERALL RATING **7**



PHONE
(415) 571-7171

DEVELOPER
ELECTRONIC ARTS

SIZE
24 MEG

PLAYERS
1 TO 4



"IT'S ANOTHER BASEBALL GAME. SRAZAM!"

GRAPHICS 7

The batters look great.

SOUND/MUSIC 5

The commentator miscast plays a lot.

PLAYABILITY 6

Little improvement over the past versions.

OVERALL RATING ▶

6
VIDEO GAMES

A game that can screw up Fenway Park is already in trouble with me. But I'm going to let that slide. RBI '95 for the 32X has enough problems for me not to nit-pick over a missing scoreboard. (Did I mention that it is the only non-electric one left in the majors?)

If you play baseball video games, you already know the types of things to expect from an RBI title. What may surprise you is that RBI '95 is how much better than its predecessor, even though it's for the 32X. The gameplay is fine and it does hold its own against the other baseball carts out there, but the area where RBI '95 ricket and dines itself to death is in its lack of attention to detail.

The graphics in this game could use a fair amount of work. While the batters look fantastic, the players on the field are hand-drawn and—surprisingly—are all Caucasian. Hey, if you're going to bother to pay attention to the race of the batter, go the extra mile and do the same for the fielders.

RBI '95 also boasts individualized parks. As I stated earlier, to recreate the most famous baseball park in the Major Leagues incorrectly is a crime. I'm not saying it has to have the Cape sign up there, but realism is what we're looking for.

One aspect of the game that made my jaw drop is the commentary. It's great to hear color commentary while you're playing, but it would be great if the descriptions of plays were always correct. At one point, the announcer cried, "Foul ball to the first baseman!" This struck me as peculiar because I had just bunted the ball to the third base side. I also heard a line drive to the shortstop described as a "fly ball to center field."

The positive aspects of this game are that the player animation is smooth and that it has some good options. You can play a regular game, full season or horse-ran derby. If your fielding sucks, try defensive practice. Also, if you want to relive a past World Series or Pennant Race, try selecting one of the division leaders of the past ten years.

RBI '95 is a solid baseball game that plays well. Unfortunately, it has made a lot of terrible mistakes which people will pick up. With so many baseball games out there, an eye for detail is very necessary to fill your game but 52¢ the hum-drum. More developers should take a long, hard look at what Sega Sports did with World Series Baseball '95. Maybe a 32X version of that game would make me stand up in my seat.

—Geoff Higgins

EDITORS' RATINGS ▼

CHRIS G. 6

Not much of an improvement over the Genesis versions.

CHRIS E. 6

Is Sega's World Series Baseball coming to 32X?

GABE 6

Not up to the standards set by other 32X sports titles.

RBI
Baseball
'95

PHONE

(608) 473-9400

DEVELOPER

TIME WARNER

SIZE

16 MEG

PLAYERS

1 OR 2

CHRIS G. 10

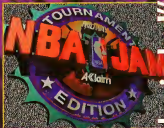
Arcade-perfect—unbelievable! Big heads and everything!

CHRIS B. 9

The best home version of NBA JAM bar none.

TYRONE 9

Just like the arcade, I love this game!



BREAKDOWN

GRAPHICS 9

Crisp and clear graphics. Great big heads.

SOUND / MUSIC 9

Boom ahahakak!

PLAYABILITY 9

Flawless. NBA JAM can't get any better.

OVERALL RATING 9

Dunk with funk in this supercharged sizzler!

There isn't much I can say about this version that you haven't already guessed. *NBA JAM Tournament Edition* for 32X is the best yet. I believe it's actually worth going out and buying a 32X—now that its price has dropped—just to play this game.

The playability is still rock-solid, but the biggest difference between this and previous versions of *NBA JAM* is that the graphics are incredible. For the first time, the players actually scale just like the arcade game, growing bigger as they approach the "camera" and smaller as they move toward the background. Big heads, new players and substitutions make it one of the most exciting hoop games around.

If you hadn't heard, *NBA T.E.* has a team consisting only of last year's top rookie players. You can match Montross and Hill up against Stockton and Malone. Or how about Dumas and Roses against Wilkins and Radja?

NBA T.E. has everything you look for in an exaggerated, off-the-wall basketball game. Rush out and get it now if you have a 32X.

—Geoff Higgins



PHONE (514) 824 8888
DEVELOPER IGUANA
SIZE 24 MEG
PLAYERS 1 TO 4

NBA JAM TOURNAMENT EDITION • ACCLAIM • 1 PLAYER • 4 MEG



Game Boy owners who also happen to be NBA JAM fans will definitely want to pick this game up. In addition to the 27 NBA teams, *NBA JAM Tournament Edition* features a rookie team comprised of NBA newcomers. You can customize the game by setting the timer speed, drone difficulty, tag mode, etc. You can make player subs after the first, second and third quarters. The game plays great, and even those who've never played NBA JAM will think it swank.

BREAKDOWN ▼

GRAPHICS It looks like the real thing.	6
SOUND / MUSIC The music is very enjoyable.	5
PLAYABILITY It plays great—like other versions.	5



SPORTS TRIVIA CHAMPIONSHIP EDITION • SEGA • 1 or 2 PLAYERS • 2 MEG



Sports trivia freaks who like to answer questions like "What team originally drafted NBA star Patrick Ewing?" or "How old was Boris Becker when he won his first Wimbledon title?" will definitely find *Sports Trivia Championship Edition* engaging. The trivia questions are framed by a football game, and the premise of the game is to answer questions correctly in order to gain yardage. Obviously, you don't get anywhere by answering questions incorrectly.

BREAKDOWN ▼

GRAPHICS You don't get to see much football.	7
SOUND / MUSIC Nice buzzer sounds.	7
PLAYABILITY You might learn something.	6



SUPER R.B.I. BASEBALL • TIME WARNER • 1 or 2 PLAYERS • 8 MEG



The thing about *Super R.B.I. Baseball* is that it looks really, really bad. The graphics are downright poor. *Super R.B.I. Baseball* features an MLBPA license with real players and their 1994 stats, a 162-game season and the option to create your own team. The latter option and the Home Run Derby mode are the game's coolest features; everything else is pretty much standard. It's too bad that there aren't enough excellent baseball games for the Super NES.

BREAKDOWN ▼

GRAPHICS The graphics need improvement.	5
SOUND / MUSIC The sound's off right.	6
PLAYABILITY There are better baseball games.	6



TOUGHMAN CONTEST • ELECTRONIC ARTS • 1 or 2 PLAYERS • 32 MEG



Electronic Arts' *Toughman Contest* is based on the real-life Toughman Contest, in which a bunch of tough guys duke it out for the Toughman World Championship. The 24 characters in the game are from around the world, each with his own unique physical attributes. The characters are big and the animation good, but the control lacked a little finesse. It looks just like the Genesis version, too. The game includes two-time Toughman finalist Butler Bear.

BREAKDOWN ▼

GRAPHICS Big, bold graphics make it look good.	8
SOUND / MUSIC Nice punches.	6
PLAYABILITY The control is not effective.	6



PGA EUROPEAN TOUR • T•HQ • 1 to 4 PLAYERS • 4 MEG



PGA European Tour features two new gameplay formats: Matchplay and Shootout. You can compete against ten different European pros, from Seve Ballesteros of Spain to Tony Johnstone of Zimbabwe. Standard features include: Stroke Meter, Accuracy Point, Draw and Fade Meter, Overswing and Wind Gauge. *PGA European Tour* offers everything a golfer might want in a golf game and it is, in fact, a great golf game for the Game Boy.

BREAKDOWN ▼

GRAPHICS Courses and players look good.	8
SOUND / MUSIC Turn the music on or off.	7
PLAYABILITY Good golf features and a Euro twist.	8



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FOR SEGA
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*32X only

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